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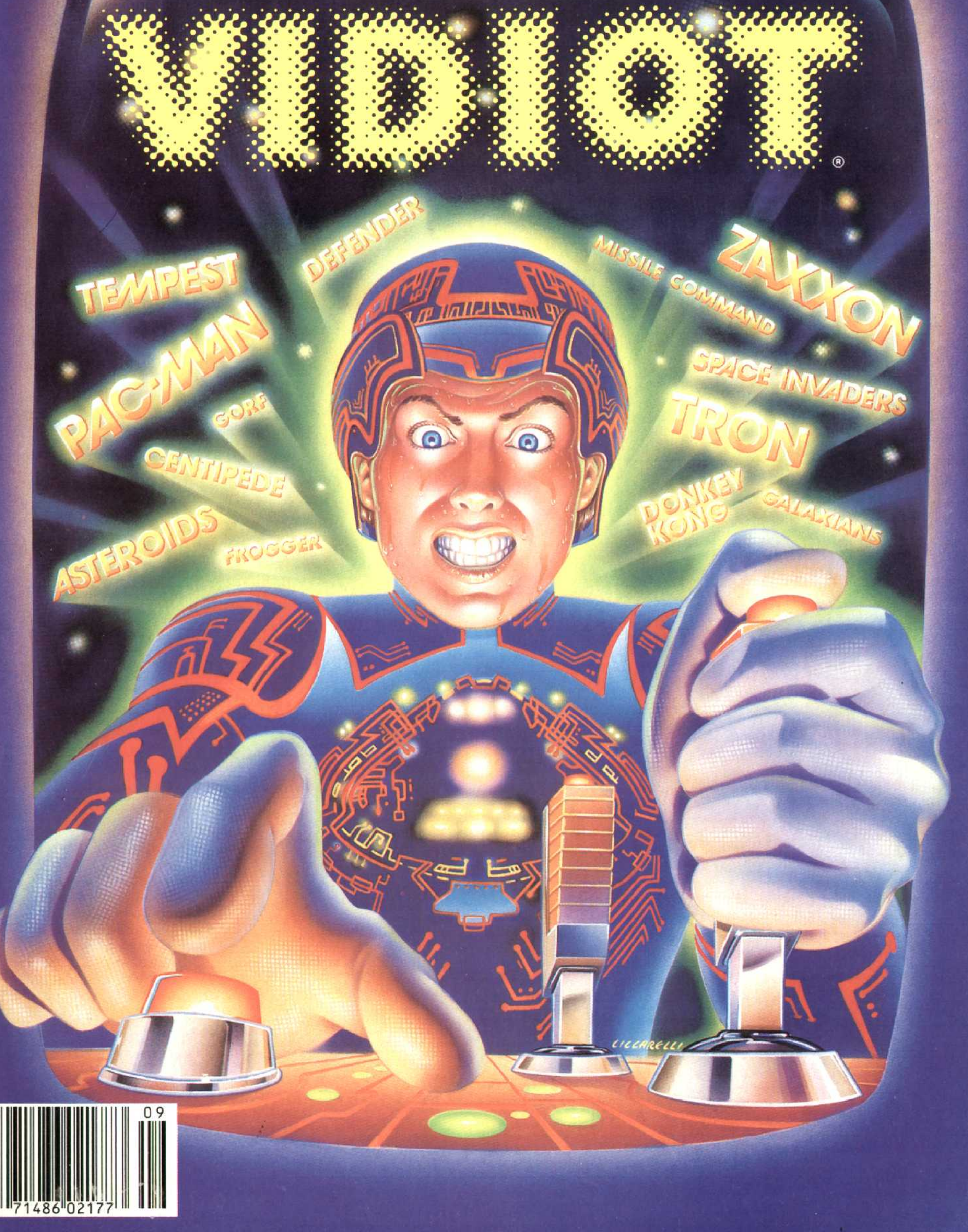
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VIDIOT is the name of this magazine, featuring a special look at the world of video, its lunacy, its addiction, its fun.

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VIDIOT takes the phenomenon and puts it into perspective, the true battle between man and machine.

VIDIOT is just the beginning.
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The Publisher

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In the new world of video games, many words and letters of the English language are being trademarked and copyrighted to identify particular video game programs, game words, and hardware technology. Many of these words have already passed into popular slang, but despite that they are the invention of particular individuals who deserve to maintain control of their creativity. We have identified the proprietary nature of many of these words and phrases with capitalization and italics. For instance, in the Atari catalog such terms as "Video Computer System" and "Game Program" are trademarked by Atari; games like Sky Diver and Circus Atari bear a registered trademark symbol.

Who owns what is important, be it CBS, Inc. with their registered trademark on the Othello game, Williams Electronics, Inc. trademarked game Defender, Nameco-America, Inc's licensing of the Pac-Man game program; or Atari's trademark on the game Yars' Revenge.

In the editorial preparation of this magazine, we have attempted to avoid any slang usage that would represent these trademarked words, letters, and phrases in any other light than what they are: the legally registered creations of the top minds in game programming.

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THE SIGNAL ON THE SCREEN

Many arcades started out as shooting galleries, letting you pop balloons or shoot down the moving crows with an air-rifle or .22. Then came the pinball machines, with a variety of designs, all based on how long the player could keep the steel ball in motion on the board. When the board became a TV screen and the ball became a moveable dot, something was lost of the good old days where you'd stand at the counter with a real rifle, popping real bullets at a real (usually chipped and dented) target. But a good deal was gained, especially for the player interested in the strategic factors inherent in continued eye/hand action.

Yet for nearly 10 years, the screen games continued to be devoted to the play tradition of the gallery and arcade games. Manufacturers turned out only two types of screen games: shoot-to-blow-up and variations of the *Pong* game. The screen was not initially considered a revolutionary device, simply another way of playing the same old games.

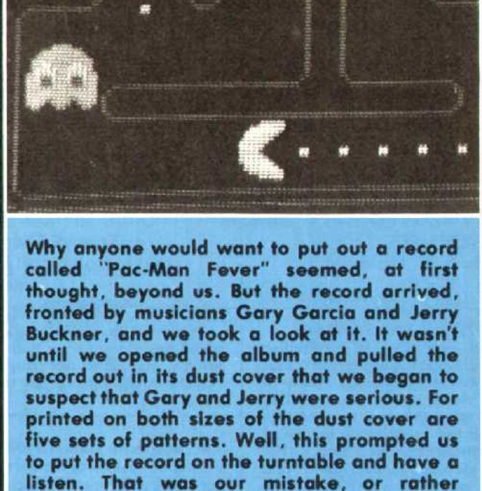
Part of this was due to the newness of the screen medium in a place where tradition demanded flip and tilt full-body language from those engaged in play. It was a physical ritual. But then, body language counted for something, a nudge of the hip at the proper moment could keep the ball in play. The new screen games just didn't work that way. No matter how hard you kick your television set, Howard Cosell will not fall over in the picture on the screen.

The body language, the being able to put mind, body, and soul into the frenzied action of the game, was not present with the screen games, so for some time the players shunned the games. Some manufacturers understood this, adding things like the life-sized cast-metal periscope to *Sea Wolf* so the player could twist and turn his body, grip real firing buttons, and enjoy much of the physical action of mechanical pinball, although all his shooting and the subsequent blowing up of ships on the horizon took place on a TV screen—totally unaffected by how hard he slammed the periscope.

So at first the games only aroused a mild interest, and addictive play was still centered on the pinballs. Occasionally a *Sea Wolf* will provide a little variety to the pinball player, but that was it.

During the 1970s all this changed. The pinball tradition of mechanical games was successfully challenged by the signals on the screen games.

Part of this success is directly attributable to the technological progress in microprocessor chips, which made computers small, smart, and cheap. Our thanks to NASA and the Japanese.



Why anyone would want to put out a record called "Pac-Man Fever" seemed, at first thought, beyond us. But the record arrived, fronted by musicians Gary Garcia and Jerry Buckner, and we took a look at it. It wasn't until we opened the album and pulled the record out in its dust cover that we began to suspect that Gary and Jerry were serious. For printed on both sizes of the dust cover are five sets of patterns. Well, this prompted us to put the record on the turntable and have a listen. That was our mistake, or rather Buckner and Garcia's mistake. Even with the actual game sound effects throughout the songs, this is not the goods, at least for Clash fans.

With better computers, the screen games hidden away in the backs of arcades began to glow in strange colors. Down deep in their plywood boxes the graphics came to life. Black-hole blacks, fire-storm red, intergalactic purples caught the eye of the passing pinball player.

These screen games began to attract a new generation of players, young people who would become the first wave of computer games players. They didn't come to wrestle a pinball machine, they came to test their eye/brain/hand response against the logic of the computer.

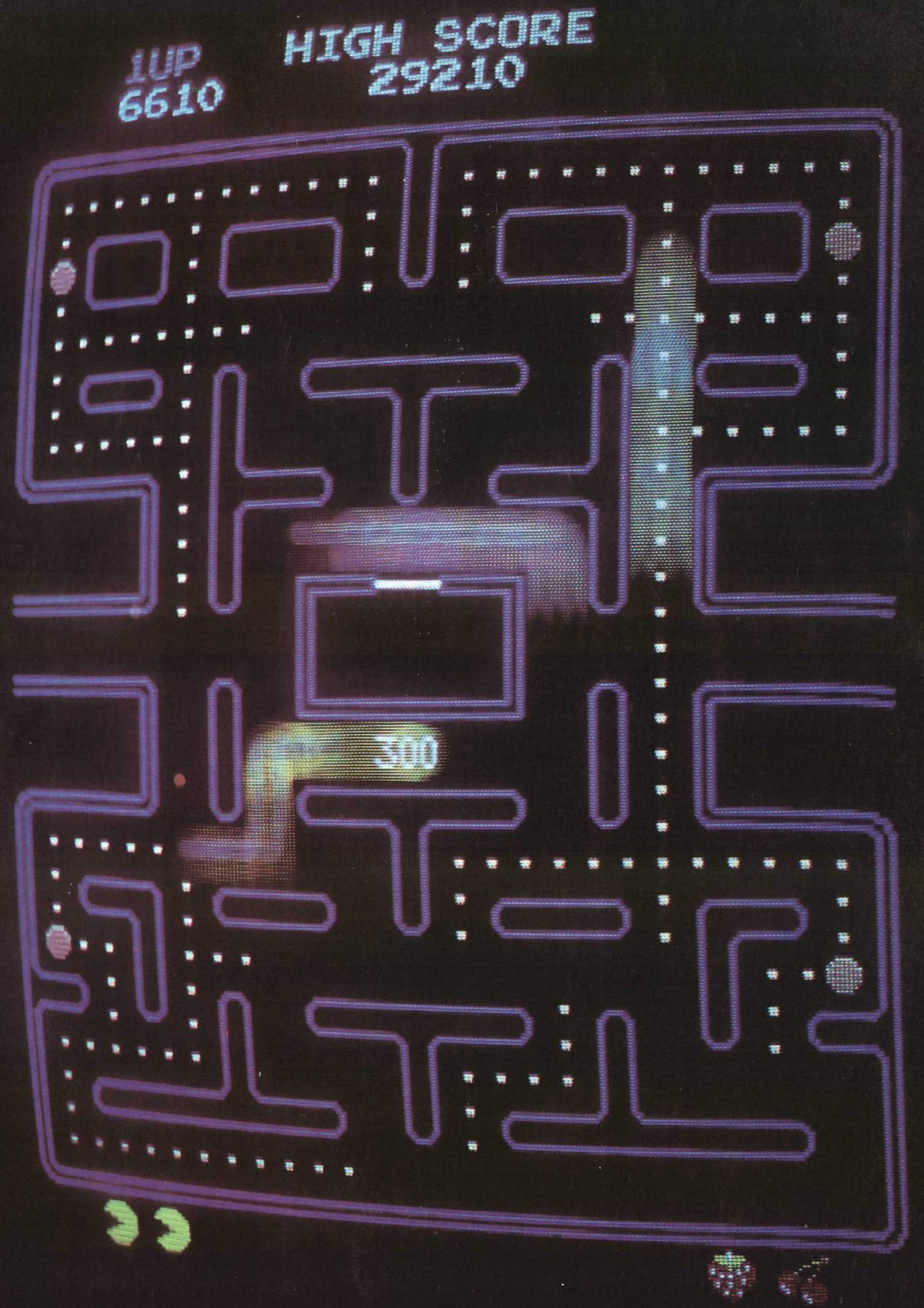
At first, the games all produced a shoot-to-blow-up action game personified by the original *Space Invaders*. This game made full use of the computer, for color graphics, intensity of play, and inhuman sound effects. Gradually the computers and programs got a little better, and Space Invaders was up-graded by *Asteroids* where the laser blaster took on full movement, and then along came *Defender* with even more player control.

Despite the improvements in graphics, sound, and computer action, the games of the *Space Invaders* era were enjoyable, complex, shooting gallery games.

In the midst of the space warriors blasting each other, the second wave started with a new machine that featured an unlikely looking little ball that gobbled up dots and ran away from little scary monsters, unless of course the little ball had just had a power pill, because then he'd gobble the monsters up and they'd turn into ghosts and run away from him.

Pac-Man was a shock to the arcades. It became immensely popular, and attracted many new players.

In 1980, researchers at a Japanese company called Namco wrote a computer program that, in two years, has produced as much profit as if they'd written a hit record *and* produced a blockbuster movie. Namco names the computer program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HIGH SCORE
29210
300

Pac-Man, and created the first computer generated pop star, a little electronic terrestrial whose antics have made millions and millions of dollars for Namco, and demonstrated once and for all that it's more fun to play TV than it is to watch TV.

Bally, America's largest pinball manufacturer, has nearly 100,000 Pac-Man machines in arcades across the country, as well as bars, restaurants, and other spots.

So far over 30 companies have licensed the right to use Pac-Man for one promotion or another. Pac-Man's little electronic image has replaced the smiling circle that told us to have a good day. There will be everything from Pac-Man pajamas to shoe laces.

Why was Pac-Man such a bit hit? Obviously because it's fun to play. But so were earlier arcade games, like the one the Japanese wrote called *Space Invaders*. The real success of Pac-Man comes from the maze concept and the fact that he is the first electro-terrestrial with personality. It is this personality that has produced a Ms. Pac-Man, and Baby Pac-Man, and Blinkey. There is no question that Pac-Man is the Beatles of his day.

The maze concept is an important success factor. It attracted new game players, players who were happier with the tensions of the maze chase than with constant laser bombardment.

Today the pinball machines are off in the back corner where once the screen games stood. And now the screen games, with science fiction names and intense computer graphics, are the lifeblood of the arcade.

In the old days you could shoot tin cans in your backyard or buy a pinball machine for your rec room, but basically the games at the arcade were *why* it was an arcade in the first place. The computer screen games have changed that, and made the arcades just the visible part of a five billion dollar a year industry.

The game in the arcade machine is a computer program. The arcade machine is a computer with analog-digital controllers and a TV set. The manufacturers realized they could sell the game computer to people who owned television sets (and there were quite a few around) and then sell them the programs one at a time.

This was a revolutionary concept, and one that was a complete success from the point of view of the manufacturer and the consumer. Now players didn't have to live near an arcade to play computer games. While the arcades might still feature the best and the brightest of the games, the games could be played day or night on the home TV screen. And when you tired of one game, you switched it for another video game cartridge and your game computer turned your TV set into a different game.

The future of the screen game is in the hands of the writers who create computer programs. At the moment their creativity seems to be divided between more representational combat games in the *Space Invaders* school and elaborations on the maze concept made popular by *Pac-Man*. There's no doubt, however, that other new concepts will be introduced, and that the sophistication of the computer programs will create even more intense graphic playing situations.

Bob Gruen

Rockstar David Johansen relaxes at the arcade as Bob Gruen snaps a pic of David lounging against some of the great machines of the pinball era. Recently games that feature both pinball board and screen action have been introduced. The play starts as a pinball game, but if the ball drops into a particular hole, it disappears from the board and appears on the screen where another part of the game is played out, and when the ball finally leaves the screen and pops back out of the hole, the rest of the game is played out on the pinball board.

PINBALL!

SET THE CONTROLS FOR THE HEART OF THE SUN

I know you haven't got time to stop and think about it, but the computer game up on your screen is the latest moment in a great pastime. Quite a moment, for the nation and its pastimes are into strange times.

Back before they'd even invented basketball, when there was a nation that had a national pastime called baseball, a variety of indoor games made the rounds which used pins stuck in a wooden board in various configurations that would impede the progress of a small ball rolling down the board.

As this century dawned and progressed, the national pastimes shifted with the times themselves. Vaudeville, movies, radio, television, and the space age arrived. Along the way, the game with the pins and the ball became the pinball machine.

In the 1920's and early 30's, the pinball machine was nothing but a small glass-covered shallow wooden box, found on store counters as an idle amusement. Sometimes it was a gambling device, a penny or two changing hands on the roll of the ball. It was nothing much.

In the 1930's the century's first great financial depression slowed the country down until that penny amusement became the only pastime in which many citizens could afford to indulge. By the middle 30's, pinball games took on new forms as creative manufacturers like Harry Williams, Dave Rockola, Ray Maloney, and David Gottlieb gave the game pizzaz with the invention of flippers, lighted boards, electric bumpers, the tilt mechanism, game concepts. In fact, these pinball merchants of the 30's were the first programmers. They added excitement to their games by giving each game a distinct personality. Among the hit games of the era were "Baffle Ball," "Beauty," "Advance," "Contact," and "Wings."

But most important of all, the revolution of the pinball game into a national pastime was the result of adding legs to the pinball board, then enlarging the board and adding a backboard at the end of the playing field. Once the pinball machine stood on its own, and because of its popularity, it moved from a game on the counter next to the cash register, to inhabit its own space, pinball parlors and arcades giving the pinball machines their own setting.

By the 1950's the success of pinball was so great among the populace that it gained an evil reputation as a gambling device and corrupter of morals of younger children. Comic books experienced the same disapproval during the 50's. The pinball parlor as the pool hall of juvenile delinquents persisted as a social attitude well into the 1960's, often backed up by political legislation banning the game and turning its players into criminals.

At about the same time our Victorian forefathers were stroking their moustaches

Vidiot Debbie Harry and her Blondie boys are arcade junkies, indulging in everything from reliable pinball to a hot game of *Asteroids*.

Jonathan Postal/Retna

and enjoying a few innings of baseball, two other dreams were in the air. One was the concept of transmitting pictures from one location to another by some electromechanical means, the other was of making a trip to the moon.

Well they figured out the picture transmission first. In fact, in 1907 a Russian named Boris Rosing had come up with the basic concept of TV. In 1928, a British scientist named John Logie Baird transmitted TV pictures from London to New York. By 1936 commercial TV service had begun in England and the United States. Since then came the development of color television and the audio tape recorder in the 1940's, but subsequent refinement of electronic technology have created today's television system which has, if nothing else, succeeded in fulfilling the Victorian dream of transmitting pictures to a distance.

The process of getting to the moon began for real in the late 1940's with the invention of the transistor. During the second world war, men had demonstrated they could build rockets that fired and transported payloads reliably enough to be used to destroy distant areas. Death, like pictures, at a distance. But the breakthrough was the transistor, the replacement for the vacuum tube in the control circuits of all electronic designs, be they rocket guidance or TV set.

Where the tube is an analog device, the transistor is digital, and in its digitation it is the heart of the computer. The computer was what got the rocket to the moon. The transistor was further compacted into the integrated circuit which led to a miniaturization of function that produced a sophistication in function.

And so we get to watch television pictures sent back from the rocket that went to the moon by computer.

We also get an interesting little moment in 1972 when a new kind of game was introduced. It was called "Pong" and it was sort of a pinball game that was played on a TV screen. Often these Pong games were played on TV screens that were mounted face-up under plexiglass on tables situated at the end of the bar. But despite their black and white one action simplicity, Pong introduced the idea of the TV set as a game board.

Eventually, pinball machines went solid state, replacing their miles of mechanical wiring with TV screens and a computer program. What inventing TV, getting to the moon, computer know-how, and the dust bowl farmer playing the pins in a ramshackle country store in Kansas have created!

Since any TV set is a good game board, Pong was introduced not only as a quarter-eating game for public locations, but also as a computer game to be taken home and played on your own TV set. The idea of the home computer (often disguised as a video game system) has become an accepted consumer item along with video tape recorders and cable TV.

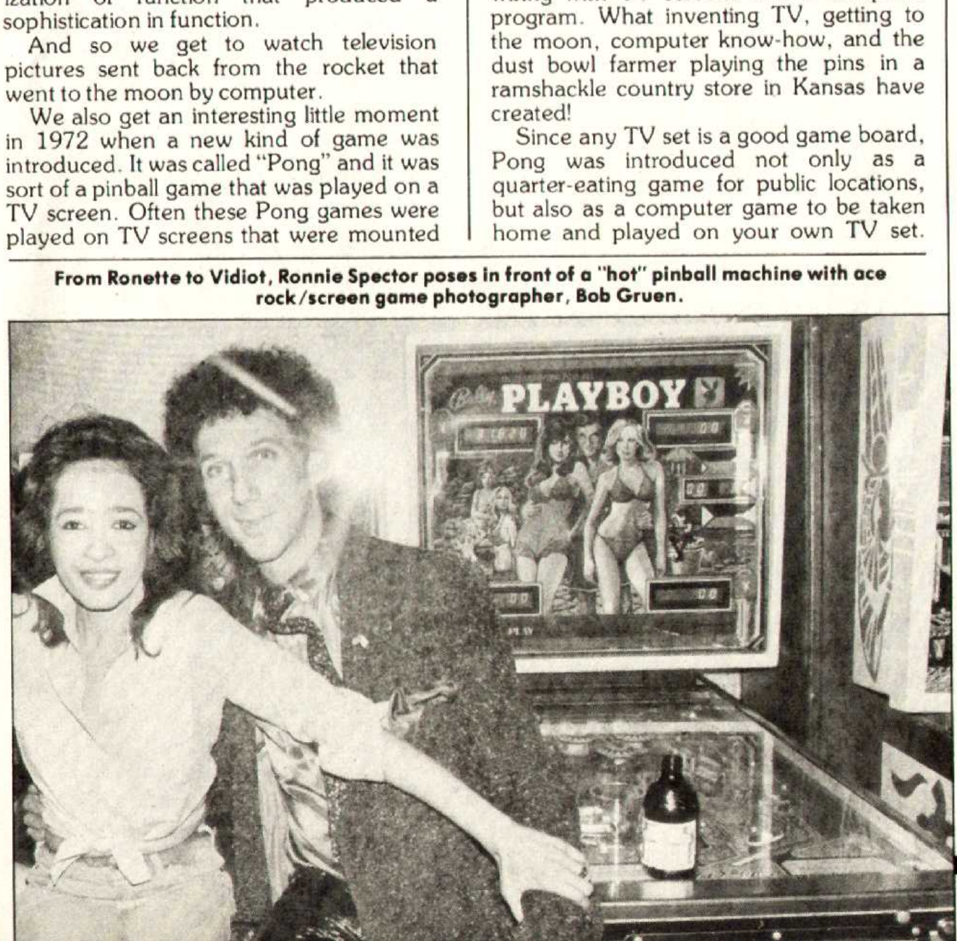
And so we arrive at the current moment. It's sort of like what happened to records in the 50's and 60's. The better they got the record player working, the more involved we got with the records we played. They've got the video computer working just fine, and all the experimentation and development of the 1970's has led us into the 80's with a real focus on the game programs. In the 10 years since "Pong" was introduced, the hardware has been put in place, and the creative process has shifted to the potential of the games themselves—the software that is written to give the computers a life of their own.

Recently a large Madison Avenue advertising agency released the distressing news that their yearly survey of young TV viewers showed that they were watching about a half hour less television every day than they were last year.

What these ad men fail to realize, is that many young people are still watching the TV screen, but they're on a different wave length.

The TV set has many potentials other than passing out the garbage dished up by the established TV broadcasters. One potential is paying for programs rather than having to watch commercials. Another is as a home computer screen. Another, as a display device for rented video tapes.

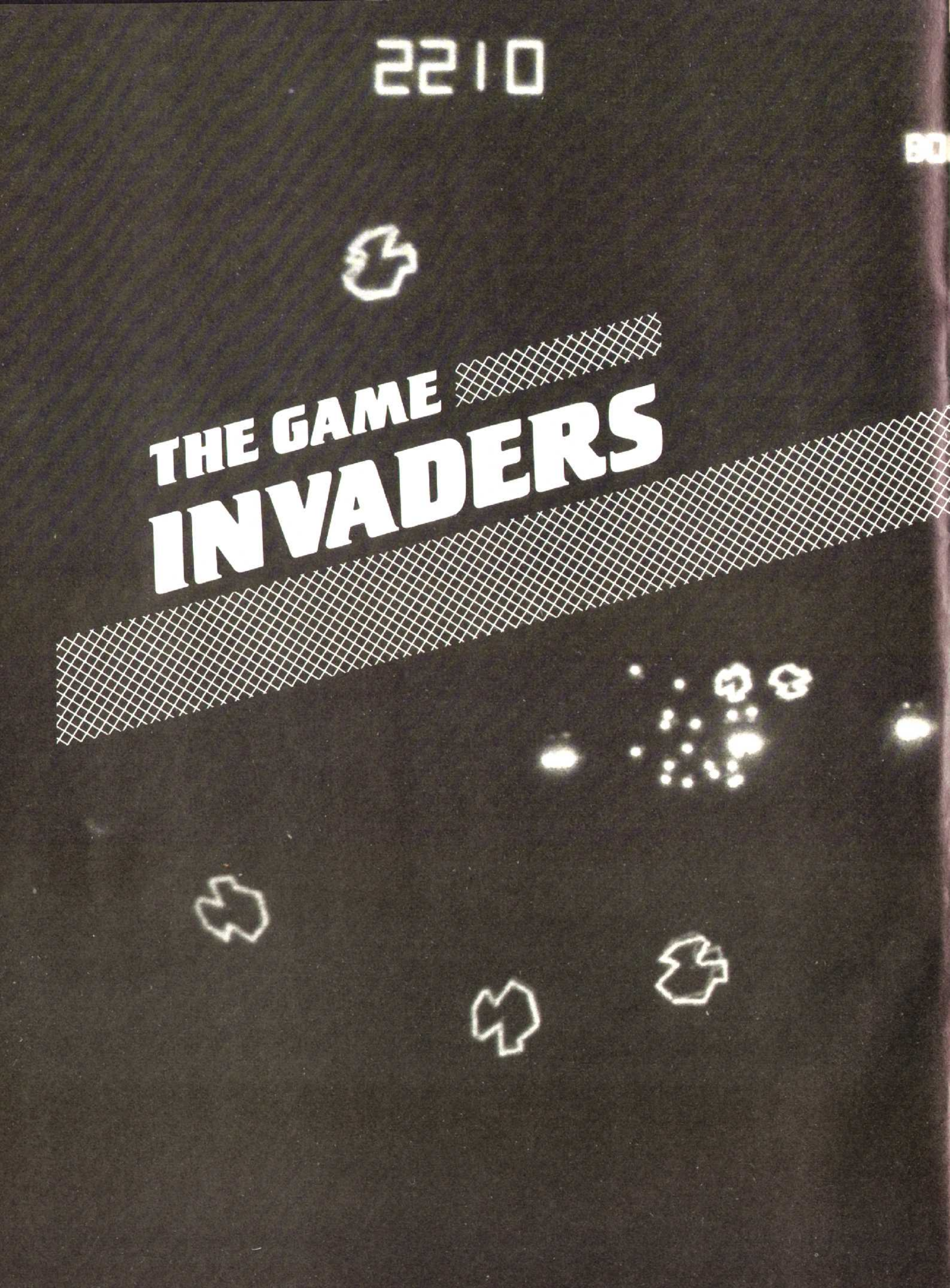
And, perhaps best of all, the TV screen is where you go when you want to play video games. It lights up in blazing computer colors, and as you man the controls to take on the invaders, it gives you a sense of participation that no broadcast TV can currently offer.



From Ronette to Vidiot, Ronnie Spector poses in front of a "hot" pinball machine with ace rock/screen game photographer, Bob Gruen.

Bob Gruen

THE GAME INVADERS



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Who decides what the jet bomber is going to look like in *Zaxxon* or what kind of noise the blaster makes in *Centipede*? When you've got your quarter in and your hands are at the game controls, the game computer is trying to outsmart and destroy your play. But the computer has to be told what to do. This is called writing the game program, and it's a more complicated process than you might imagine.

Game programmers are the unsung heroes behind the computer game revolution. Where rock stars and movie directors got credit in big letters, the game creators remain hidden from view, the only evidence of their genius being the success of a game like *Yars' Revenge* or *Pac-Man*.

Most games are the result of a team effort, the same kind of teamwork that gets the space shuttle into orbit; in a way, the same kind of teamwork that produces a successful movie or TV show. Of course there are instances where one person creates all the game elements, but these days it often takes the power of a dozen human brains to give a game computer action.

The first and most important element in any game is the overall idea or premise on which the game is to be based. Here the powers of imagination are required, for while a new game may incorporate elements of already successful games, like the eye/hand action in *Space Invaders* or the maze in *Pac-Man*, it is what is different about a new game that will attract attention to it in the arcade.

Work starts on a new game with a game plan. During the *Pac-Man* craze, for instance, maze games became extremely popular. So the computer game people decide they want to develop a new game that incorporates maze or labyrinth play.

First they need a basic idea for the game: mutant flies attack the earth, your starship is lost over enemy territory, killer robots are chasing you through a haunted house. The basic idea for the game plan is like the producers and directors at a movie company deciding they want to make a movie about a particular subject.

Once the game idea has been thought up, the game director will call in the writers to work on the plot of the game. Sometimes, no doubt, the writers also come up with the basic idea, but wherever the idea comes from it has to be fleshed out into a story.

The writers don't necessarily have to be computer wizards to do their work. They can come up with ideas and story lines out of their imaginations: every other person on the planet has been turned into a humanoid monster by the alien invaders; your job is to sneak into the master computer center, avoid the robot guards who guard the hallways, and eventually reach the master alien computer so you can shut it off and turn everyone back into real people again; you're armed with a laser blaster, but it only has a limited number of shots available, and when you use them up you're in big trouble.

It helps if the writers understand the possibilities and limitations of the computer game board and graphics—otherwise they'll come up with plots and story lines that can't be translated into computerized game play.

With a theme and story line chosen, the computer experts enter the picture. Their job is to turn a story like the one outlined above into a computer game. This is the hardest part of the process.

Often several different programmers will work to develop a game. First there's the programmer who sets up the rules under which the game will be played. This programmer must tell the computer what is going to happen, how often it will happen, and what to do about the responses to what happens that are keyed in by the player with his joystick controller and fire button.

Next the computer graphics must be programmed. This is very important, because the graphic the player sees on the screen often decides just how much fun the game is to play.

The graphics artists have a great deal of work to do to make a game. They must decide on what the elements will look like: should the robot be big or small, have eyes that glow, or five feet; what is the maze going to be—brick walls or just broken lines; what is the laser blaster going to look like and what will the player see happen on the screen when it is fired. Colors, designs, and the ability of the computer to produce them are to be taken into consideration. Also, the graphics artist must get the computer to generate action and movement on the various design elements.

As the graphics of the gameboard develop, another crew of computer wizards will be working on the computerized sound effects. All those zap, blast, boom noises that add to the excitement of play. Computer sound is as serious a creative process as computer graphics, although at this point most of the computer's brainpower must go into generating the graphics and rules of the game.

The game director stays in touch with all the computer artists at work, meeting with them as the game develops. When the game has taken on form and design, everyone will play the game to make sure there are no bugs in the program. Subtle details of play, graphics or sound are changed at this stage until the director and his computer wizards believe they've got it exactly right.

Finally the game is packaged in a console (if it is an arcade game), hopefully with eye-catching colors and designs that will get the player to give it a try. Then it is ready to make an appearance in the game arcades, where all the work involved will be put to the test: how does it play?

SPACE ARCADE

Okay, so there are some arcades that could do with a mop, pail, and coat of paint. But the machines are just in from California, glowing with enamel and electronics. And the two feet too much my two feet take up in front of the console, well I'm just planning to stand on the space, I promise not to touch it.

Well, where do you expect to find these machines...in the lobby of an expensive hotel, in a corner at the supermarket, how about throwing out the books and using the public library? Just kidding. Anyway, arcades are arcades, part of a glorious tradition of amusement dating back to Arcadian rural simplicity. They've seen better times, some of them, but they were new once, and if people hadn't stayed home watching cops on television for 25 years, they'd probably look a little less like their arches had fallen.

Ever see the movie *Clockwork Orange*? They had quite an arcade in that film, Welcome to the middle of nowhere, step into our time warp stuff. But the point it that arcades are potentially great places for players and their games. Already the men and women who create the games are thinking of ways to increase the atmosphere in which the game is played to the intensity of the game itself.

Does this mean we'll eventually have totally computer controlled arcades, divided into electronic environments in which the player and game are part of a great whole? Most probably. Nolan Bushnell, the man who invented Pong and founded Atari, has 80 Pizza Time Theaters where games are situated in pleasing surroundings that allow people to feel comfortable while they play.

Personally, we'd opt for some theme arcades, let the sports games players have one arcade, the braindrain players have another, and sign us up at the space arcade where demons and dragons and space aliens and Pac-Man co-exist in an environment that is itself a giant computer game.

Some rock stars are confirmed screen game addicts -- it seems they find the game play just the right approach to relaxation from the rigors of being on tour and rocking out every night. In New York recently, photographer John Kelly captured the action as British stars Squeeze checked out the arcades U.S. style.

John Kelly

Squeezes John Bentley (left) and Glenn Tilbrook (right) concentrate on the game action, but Squeeze Gilson Lavis can't seem to make up his mind what game he wants to play.

THE GRID: PLAY PERSPECTIVE

TV screens display a flat picture, just like movies, comics, and postcards. This picture has two dimensions: up and down, left and right. The other dimension, forward and away, adds the quality of depth that gives us the picture of real life as we know it. It is possible for the computer to simulate the third dimension to produce three-dimensional graphics on the screen but as yet, there isn't enough room in either arcade or game computers to generate these three-dimensional images.

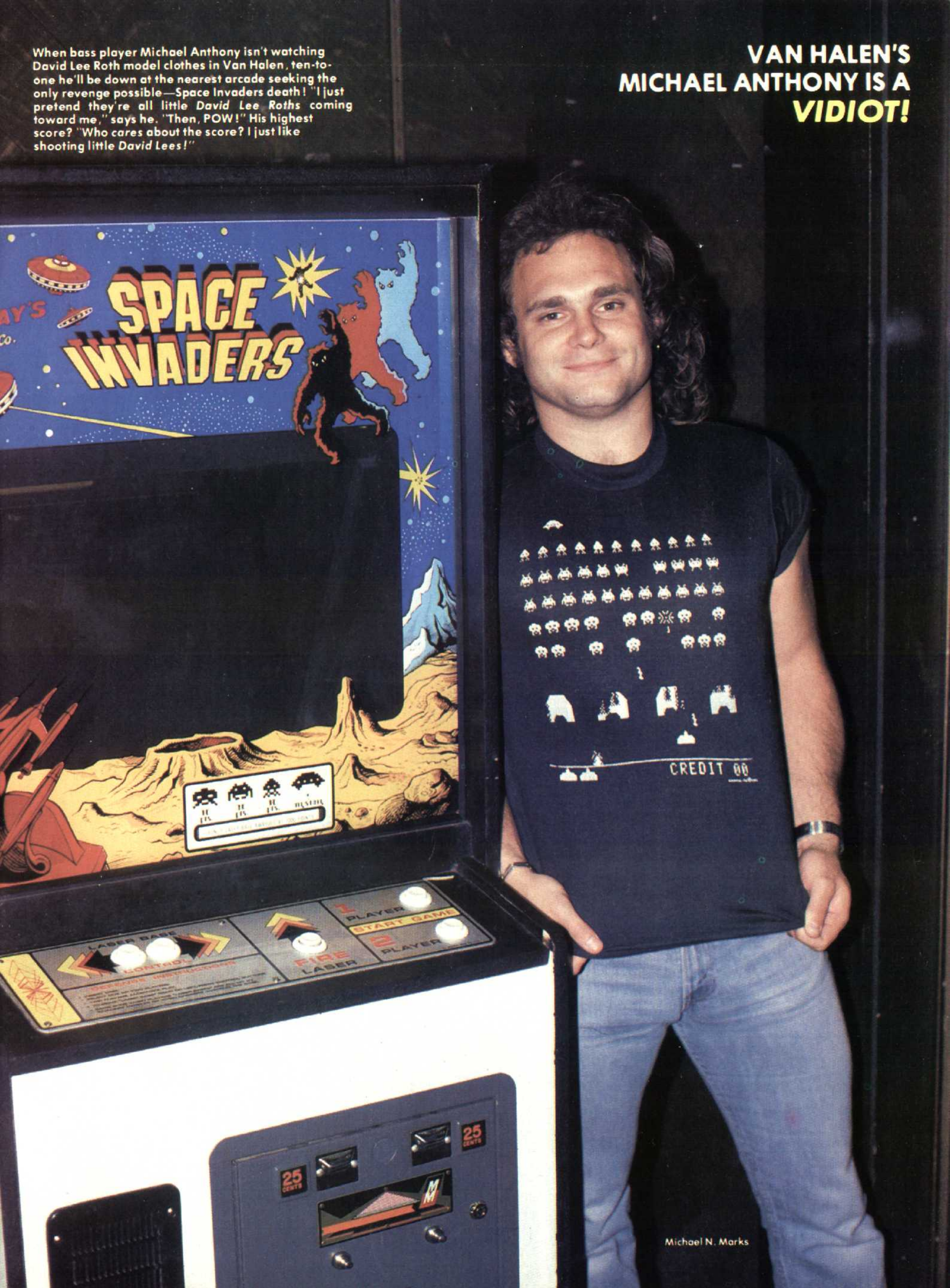
So we're currently playing two-dimensional games. But besides the efforts being made to compute the third dimension for tomorrow's new games, there are two perspectives used in current games which offer different sensations of dimension.

Space Invaders and Pac-Man are representative of the first dimensional approach. This is more or less a colorful but flat game board—Pac's maze is especially suited for this. The play is in movement in different directions all on the same plane. This two-dimensional approach is a bit different because it suggests the third dimension as part of the program graphic. Atari's Night Driver is one example of this—a technique that worked particularly well with car racing games. It is as if the player were driving the car straight into the depths of the screen, with the dangers of the road approaching over the horizon.

Since this second approach is also basically two-dimensional, it won't work on many games, the perspective not supplying as comfortable a point of view as many action games. But this approach does suggest what three-dimensional games will be like: imagine playing Pac-Man 3-D, actually rolling down the maze, walls towering above Pac, changing in direction and dimension during the play.

It is difficult to imagine the effect of playing a full color, high resolution, finely shaded 3-D game. In a way, it depends on the capacity of computers involved and realism that can be achieved. Will there be computer games that generate graphics of people who look as real as real people on TV? Or will computer 3-D graphics be more rough and fantastic, as they are now? At first, we can only expect the most vague 3-D effects, for the technology shifts slowly from one state to the next. But it is possible that eventually the computer games will become terminals serviced by one gigantic computer capable of generating absolutely TV-true-to-life graphics of peoples, places, and things? We think so.

VAN HALEN'S MICHAEL ANTHONY IS A *VIDIOT!*


SPACE INVADERS
CREDIT 00
PLAYER
START GAME
FIRE LASER
CONTROL
LASER BASE
25 CENTS

When bass player Michael Anthony isn't watching David Lee Roth model clothes in Van Halen, ten-to-one he'll be down at the nearest arcade seeking the only revenge possible—Space Invaders death! "I just pretend they're all little *David Lee Roths* coming toward me," says he. "Then, POW!" His highest score? "Who *cares* about the score? I just like shooting little *David Lees!*"

Michael N. Marks

TED NUGENT IS A *VIDIOT!*

It takes a tough set of levers and bolts to get the better of a tough carnivore like Theodore Nugent of Detroit, who nonetheless seems to have been played for a fool by the lithe, Japanese-made Pac-Man, played by *females the world over and won by same!* He can't shoot it with a bow & arrow or eat it, so it looks like the downriver demon will have to go down in defeat...*this* time. (What's with the eye/hand coordination, hunter boy?)

PAC-MA
a Bally co.

Michael N. Marks

GOODBYE MARY LOU, HELLO MICROCOMPUTER

Sorry 'bout that, Mary Lou!

But your boyfriend has a new PET®. In fact, he may even have an Atari®, Apple II®, TRS-80®, or TRS-80® Color Computer, too . . . any of which plays an Avalon Hill Microcomputer Game.

Here's what's BRAND NEW from Avalon Hill:

VOYAGER I
microcomputer games

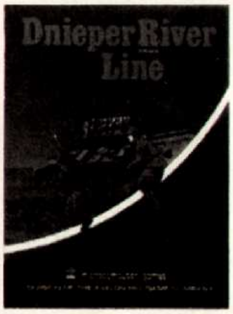
VOYAGER

A solitaire computer game that challenges the human player to explore the four levels of an alien spacecraft's maze-like corridors and rooms in 3-D simulated graphics, all the while avoiding robots programmed to blast any intruders. In order to win, the human must destroy all power generators and escape or hunt out and annihilate the killer robots. **VOYAGER** comes with color-animated graphics and sound capabilities for computers so equipped.

galaxy
microcomputer games

GALAXY

Have you ever wanted to conquer the universe? In **GALAXY,** players send their galactic fleets out to explore and conquer the universe, solar system by solar system. The planets discovered may be barren worlds or they may possess immense industrial capacity and defensive ships to resist colonization. **GALAXY** comes with sound effects (for computers with sound capability)



DNIEPER RIVER LINE

A fictionalized engagement between the Russian and German forces in the southern Ukraine in 1943. The game challenges you, the German commander, to repel Russian efforts to breach the Dnieper River defensive positions. Soviet units, controlled by the computer, seek to overrun the thin German line and capture sufficient objectives to attain victory. **DNIEPER RIVER LINE** has four levels of difficulty and comes complete with over 300 illustrated counters and a mounted mapboard.

CONTROLLER

A **real-time** simulation of air traffic control in which you will have to guide the approach and landing sequence of up to 8 aircraft. There are three types of aircraft: Light Planes, Airliners, and Private Jets, with each type having a different rate of climb, turning ability, stall speed, ceiling, fuel consumption and fuel capacity. **CONTROLLER** transforms your microcomputer screen into a realistic "radar scope"; also, each aircraft's heading, velocity, and altitude is continuously displayed on a separate chart next to the radar scope.

CONTROLLER
microcomputer games

GUNS OF FORT DEFIANCE
microcomputer games

GUNS OF FORT DEFIANCE

In this exciting arcade game, you are the commander of a 19th century artillery piece in a besieged stockade. For each shot you must specify a type of ammunition—ball, cannister, shell or spherical case—and fuse length (if applicable), and set the elevation and deflection of the cannon. The computer controls the enemy forces, randomly attacking with cavalry, infantry or another artillery piece.

COMPUTER FOOTBALL STRATEGY (not shown)

Thrilling computer version of Avalon Hill's famous board game. Based on the award-winning Sports Illustrated game of professional football.

SOFTWARE GAMES	Quantity	With Cassette For: TRS-80 Models I & III	APPLE II* +	PET CBM	ATARI 400/800*	With Diskette For: TRS-80 Models I & III	APPLE II* +	ATARI 400/800*	PRICE
Computer Foot. Strat.						32K			21.00
Controller								40K	30.00
Galaxy		16K	16K	16K	16K				20.00
						32K	48K	32K	25.00
Guns of Ft. Defiance		16K	32K	16K	32K				20.00
						32K	48K		25.00
Voyager		16K	32K	32K	24K				20.00
							48K	32K	25.00
Dnieper River Line		32K	32K	32K	48K				25.00
						32K	48K	48K	30.00

Microcomputer Games c/o Compukids
P.O. Box 874
Sedalia, MO 65301

Send me the game indicated on chart at left. I add 10% for postage.

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STREET ____________

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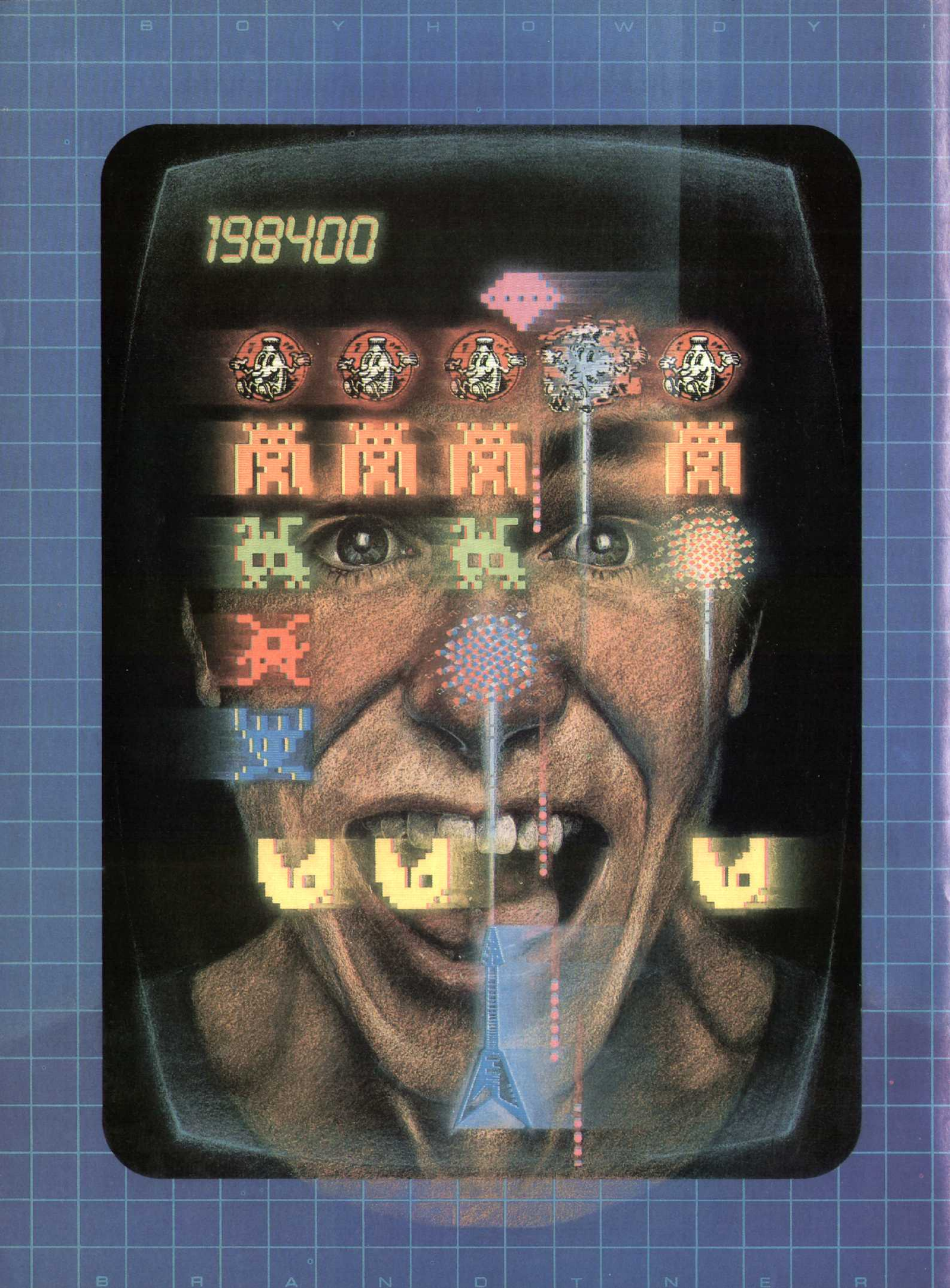
STATE ________ ZIP ________

Checks payable to **Compukids.**


BOYHOWDY
198400
BRANDTNER

Pattern Play Secrets

So you want to beat the machine, or at least rack up a score that will leave the next player shaking his head in disbelief...don't we all? But whether there's some secret way to achieve that goal...well, that's another barrel of pickles, isn't it?

As long as there have been games, there have been systems for beating them. Along with buried treasure and the Brooklyn Bridge, systems that can't miss must be eyed with suspicion.

Recently the concept of playing a "pattern" has made the rounds of the arcades. The idea is that there's some solution, some ultimate, mystical combination that lets the player beat the machine.

All systems or patterns have a reasonable chance of being partially successful if they are the result of experience with the game involved and logical observation of the options available to the player. But none of these kind of systems is going to shut the computer down in defeat.

The problem with all patterns is that the player only has limited contact with the computer through one or two controllers—a joystick and a fire button. So the odds are not exactly in the player's favor, sort of like taking on the entire Space Invaders fleet with a baseball bat. Good luck.

The home personal computers like the VIC-20, Atari 400, and Radio Shack TRS-80 play games that you might eventually be able to conquer—because you as well as the game program have a computer keyboard.

This doesn't stop players from dreaming about patterns that will ensure they play more and spend less, playing for hours on one quarter once they get their pattern down.

In a sense, the pattern is part of the maze of Pac-Man and other maze games. We are psychologically being led along the corridors of the maze as we relate to Pac-Man, and being thinking humans, we begin to believe we see a way out of the maze, a pattern that could be followed. We play the game again and again, certain moves roll into each other, the bits and pieces of the pattern occur at one time or another—if we can retain them and add them together as we play we find the beginnings of a pattern.

One trap related directly to patterns is that player eye/hand co-ordination affects the pattern's success. If the player reaches a certain point sooner or later than he should, the timing—and therefore the pattern—will be thrown off.

This means a good pattern for one player wouldn't work with another player. This simple fact is somehow twisted into the romantic notion that not only are there patterns out there that are 100%, people are playing them, and winning with them.

The human brain against the computer brain. Computer fear? More like our human attempt to include the computer in the family. The game computer may always ultimately beat us, but by thinking it has a quirk, a series of small human-like failings, we warm to the computer, dream about what pattern we'll use, and hope to win someday.

Because the concept of patterns and "winning" are more human than computer brains, there are a bevy of new books that let you in on all the arcade secrets. Some reproduce patterns that may be just right for you.

Among the titles you might want to take home from your bookshop, check *Scoring BIG at Pac-Man* from Warner Books for five quarters, or *How To Win at Pac-Man* from Pocket Books for nine quarters, or *Mastering Pac-Man* from NAL/Signet for just under two bits. More expensive video game texts are also in print. For $5.95 there's *The Winners' Book of Video Games* (Warner Books) or *The Complete Guide To Conquering Video Games* (MacMillan).

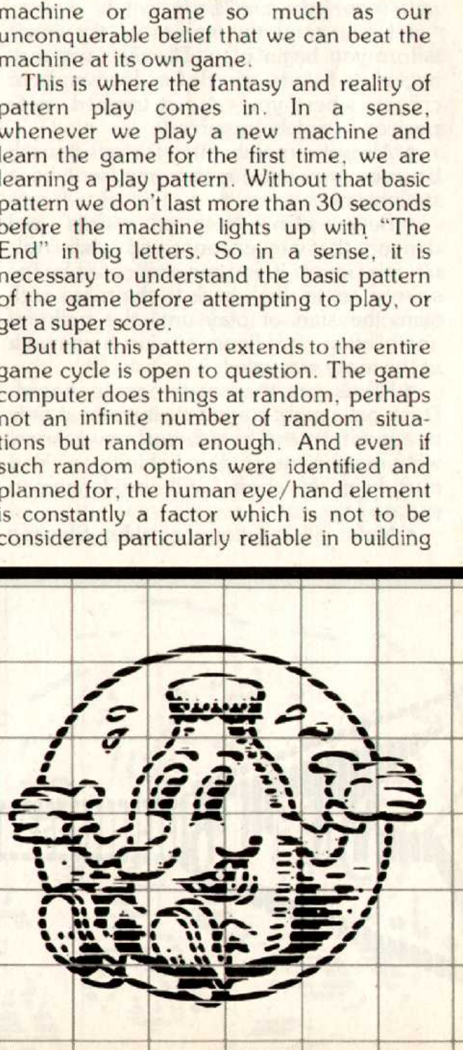
Since we wouldn't be publishing this magazine if we didn't think there is something to be said, we applaud the publishing efforts to date, although some of the volumes are less exploitational than others. And if you check at Radio Shack or your local computer store, you'll discover there's a wall-full of literature for those of you who are really serious about computer programs, language, and technology.

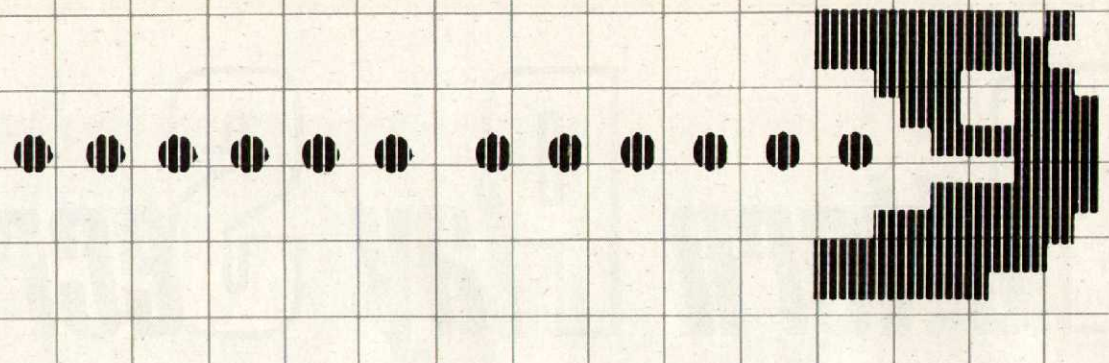
Computer games can be seen as an addiction, and anyone who's put in a tough day at the arcades knows a little of what a mouse feels like in a maze. But if we are addicted as players, it isn't to the machine or game so much as our unconquerable belief that we can beat the machine at its own game.

This is where the fantasy and reality of pattern play comes in. In a sense, whenever we play a new machine and learn the game for the first time, we are learning a play pattern. Without that basic pattern we don't last more than 30 seconds before the machine lights up with "The End" in big letters. So in a sense, it is necessary to understand the basic pattern of the game before attempting to play, or get a super score.

But that this pattern extends to the entire game cycle is open to question. The game computer does things at random, perhaps not an infinite number of random situations but random enough. And even if such random options were identified and planned for, the human eye/hand element is constantly a factor which is not to be considered particularly reliable in building

Illustration by Al Brandtner





an anti-program pattern.

We certainly aren't going to go out on a limb and say there are no ghost, alien invaders, or perfect play patterns, but we're willing to bet that the perfect pattern is probably inscribed on a gold tablet and hidden away in a cave on some other planet.

Maze Strategy

Some useful pointers to make maze games more relaxing and fun, and to get your score over a million...

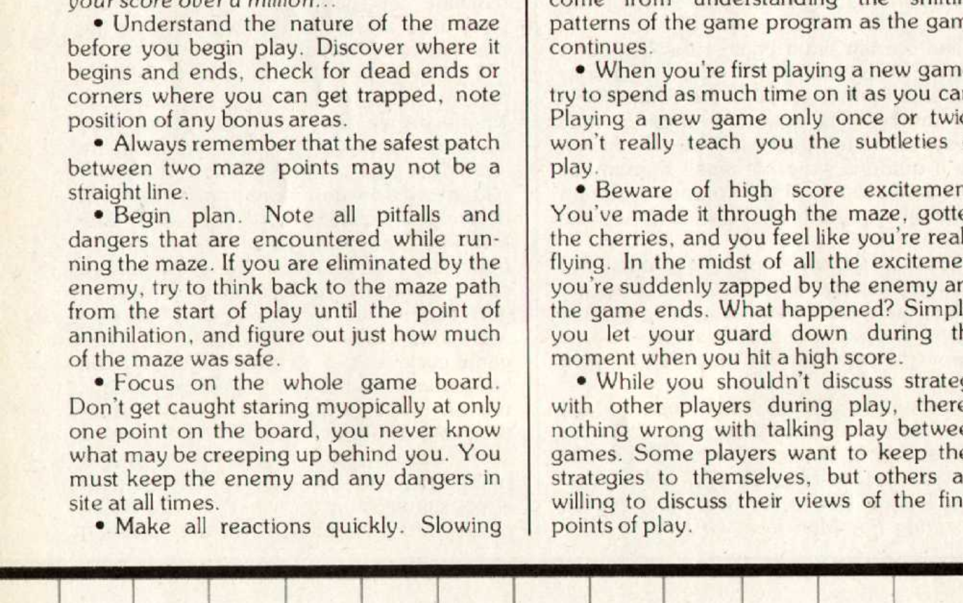
- Understand the nature of the maze before you begin play. Discover where it begins and ends, check for dead ends or corners where you can get trapped, note position of any bonus areas.
- Always remember that the safest patch between two maze points may not be a straight line.
- Begin plan. Note all pitfalls and dangers that are encountered while running the maze. If you are eliminated by the enemy, try to think back to the maze path from the start of play until the point of annihilation, and figure out just how much of the maze was safe.
- Focus on the whole game board. Don't get caught staring myopically at only one point on the board, you never know what may be creeping up behind you. You must keep the enemy and any dangers in site at all times.
- Make all reactions quickly. Slowing down when the enemy is in pursuit is a dangerous moment in a maze game.
- Try not to tense up. Often your body will get very tense as you concentrate on the game. This will eventually lead to jittery player control action and mistakes.
- One way to keep relaxed is to keep your hands on the controllers very lightly. Whenever you feel yourself gripping the controller too strongly, ease up on the grip, and ease up on your body tensions as well.
- Ignore any distractions around you. If someone is talking too loudly or otherwise bothering you, don't pay any attention, and don't even try to tell them to stop, just concentrate on your play and maybe they'll go away.
- Don't get suckered by the machine into thinking that just because it started easy it's going to stay easy. High scores come from understanding the shifting patterns of the game program as the game continues.
- When you're first playing a new game, try to spend as much time on it as you can. Playing a new game only once or twice won't really teach you the subtleties of play.
- Beware of high score excitement. You've made it through the maze, gotten the cherries, and you feel like you're really flying. In the midst of all the excitement you're suddenly zapped by the enemy and the game ends. What happened? Simple, you let your guard down during the moment when you hit a high score.
- While you shouldn't discuss strategy with other players during play, there's nothing wrong with talking play between games. Some players want to keep their strategies to themselves, but others are willing to discuss their views of the finer points of play.
- Don't play one machine to death. Play can be very addictive, and if you hang onto one machine long enough you'll begin to get stale. Even if you're devoted to one game, give it an occasional rest and play something else. You'll come back to your favorite game with renewed energy.
- Don't get aggravated with program tricks. Occasionally you'll run into little moves in the game program that are at best cheap tricks and at worst blatant intervention in the overall rules of the game. Just take it philosophically, even though it may completely throw your play.
- Get a half hour of fresh air once every three days.

Home Computer Skill Levels

—Match Player To Game—

There are eight skill levels of Pac-Man play on the Atari Pac-Man cart. Most of the time number 8 is the one to play and try to score off of, but from time to time I'll run through the other levels, and even though some of them *are* easier, I'll get snagged up as likely as not.

If you're playing a particular game for the first time, like Pac-Man, you should start at the first skill level to get a feel for the



"Get a half hour of fresh air once every three days."

game and what the rules are about. But don't linger on that level for more than a couple of games—select other levels and try them, too. You'll find that some game levels appeal to you more than others.

It seems that any particular game, programmed in any particular way, is still a challenge, no matter how its difficulty of play has been judged.

This is due, no doubt, to the fact that a computer is controlling the play—so there are going to be all sorts of moves happening, whether you've selected game 1, 3, 6, 8, or any in between.

Various programs of the same game are one of the things that make the home game cart exciting in its own right. With a game cart the player has play options—think of them as skill levels if you want. But these program variations are more than levels, they're like entertaining changes of pace from the basic game as you may have played it in the arcade, and they require new applications of the basic game logic.

The wise player takes nothing for granted when playing game variations on the home game cart. In the Pac-Man cart there are games where Pac seems to float slowly through the maze, and games where he races so fast he seems to bounce off the maze walls and corners. You might think the slow moving Pac is easier to control, but the funny thing is there are moments in that particular game program when Pac's actions are deceiving and the player is warned to stay alert for danger to Pac.

No matter how you 'rate' yourself as a player, video game carts like Pac-Man will provide you with a comfortable level of play action and the promise of shifts in that action as you range over games from 1 to 8.

—Game Plans— How I Zero In So I Don't Zero Out

When a new game hits the arcades, there's always curiosity about how I'll react to it. And, how it'll react to me.

There are certain games that, while I like to play them, I just don't get any satisfaction out of. The game and I don't seem to interlock, and not only is it a waste of quarters, but it shakes my faith in my overall combat ability.

There are ways to deal with a particularly down game. The easiest is to ignore it. But then the game beats you without a contest. I prefer to accept that I have trouble with the game, then try to figure the reason.

If it turns out that I'm just not interested in the basic game event (and there are always new games that are inherently boring), then I feel my poor performance is based on lack of interest.

But when I like the game, I feel the challenge, and know that there are no excuses for not coming out on top. After all, I don't let my friends get away with that kind of guff. I never believed a guy yet when he kicked the machine in disgust because it beat the hell out of him. So there's only one reason a game beats me, and that's if it's better than I am, and I sure don't believe that.

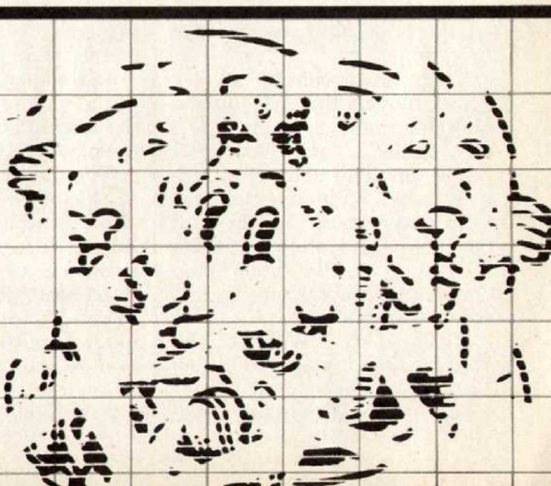
So I keep playing, and as I play I zero in on the program. I work on the rules of the game. Because whoever set down those rules was out to annihilate me. The code I've got to break is that person's logic (or the lack of it sometimes) who wrote the program that challenges me. That's right, I take it personally.

If I play not to win but to reconnoiter the strong and weak points, I play with understanding and I begin to gain control of the machine. In a way, I've dumped the program from the machine to myself. Once I've got that program, I start playing like I know what I'm doing, which is the only way to play. Suddenly the game is fun, and time dissolves.

Don't ever let a machine keep you at a distance. Even if you have to sneak in the middle of the night and play until they throw you out, get close to the tough machines. Hands on, ride the images; the harder you ride it, the sooner the odds are in your favor.

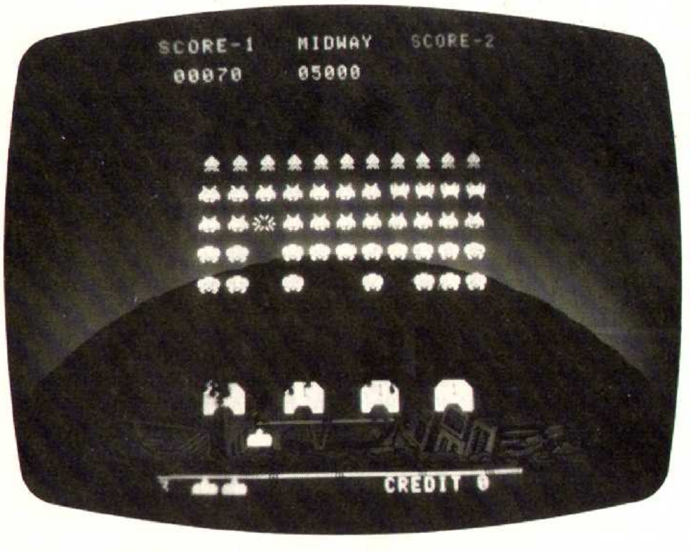
There are other approaches. I've seen players try to rely on one particular move they develop in response to a tough game. But that leads to indifferent success. They may have a hot game or two. But they don't have any consistency when it comes to knocking the game over every time. As I've said, to do that, you've got to know a whole lot more about what you're up against.

It's difficult not to always play to win, but on a hard screen game, if you don't do a little sparring with the program, you won't honestly understand it. Sure the machine believes in luck, but the guy who wrote the program stacked the deck. Your job is to locate the aces, because when you do, the advantage is all yours.

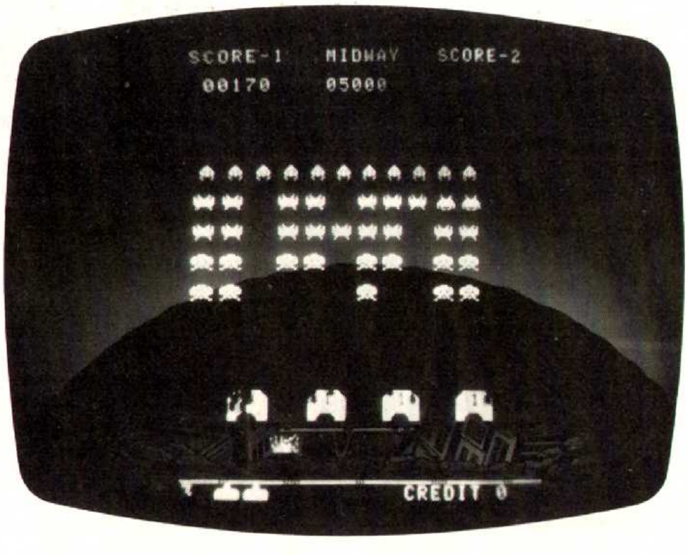


ARCADE ACTION

Whatever your game is—Space Invaders, ol' Pac, Missile Command, Asteroids—it's somehow different to hone your skills in the intensive atmosphere of the arcade. The presence of other "vidiots" will spur you on to better and better scores...and you're using state-of-the-art game equipment, as fast as the vid wizards can turn the machines out. These days, your "arcade" is just as likely to be an airport lounge, the laundromat, the basement of your dorm, your favorite restaurant—just about anywhere you go about your normal tasks, you can take an electronic vacation for a few minutes...or an afternoon, if you have the quarters!



It's the Space Invaders—their inexorable march to *get you!*



Not bad, you've scored a few...but they're coming faster!

SPACE INVADERS: SNEAK ATTACKS

There's no question that Space Invaders is one of the classic games of its type. What's most interesting about the game is the basic idea behind the program...

There are dozens of science fiction movies that rely on the ploy that made Space Invaders so popular. You're sitting at home, minding your own business, when suddenly creatures from outer space land in your backyard, and the first thing they want to do when they come out of their spaceship is to come after you.

Yes, it's *The War Of The Worlds*, *The Invasion Of The Body Snatchers* and *Close Encounters*...all programmed together so that you're on the rocket fire controls when the invaders from space bomb the earth.

In a way, Space Invaders follows the traditional "hit and run" program philosophy that is present in many successful games. The player spends his time dodging bullets and firing at the enemy, in the hope that the enemy is eliminated before the player is.

The player must be aware of the factors involved: The movement of the alien ships, the bomb drop pattern, and presence of protective overhead structures, and the player's ability to move the defending gun out of the way of the bombs and into the trajectory needed to fire rockets at the invading ships.

There's no question that this cops and robbers plot allows for a good deal of tension and eye/hand action. But no matter whether you think of your guns as "rockets" or "laser cannons," it's still a game of shooting practice.

We've all spent hours on shooting practice games, be they Sea Wolf or Space Invaders.

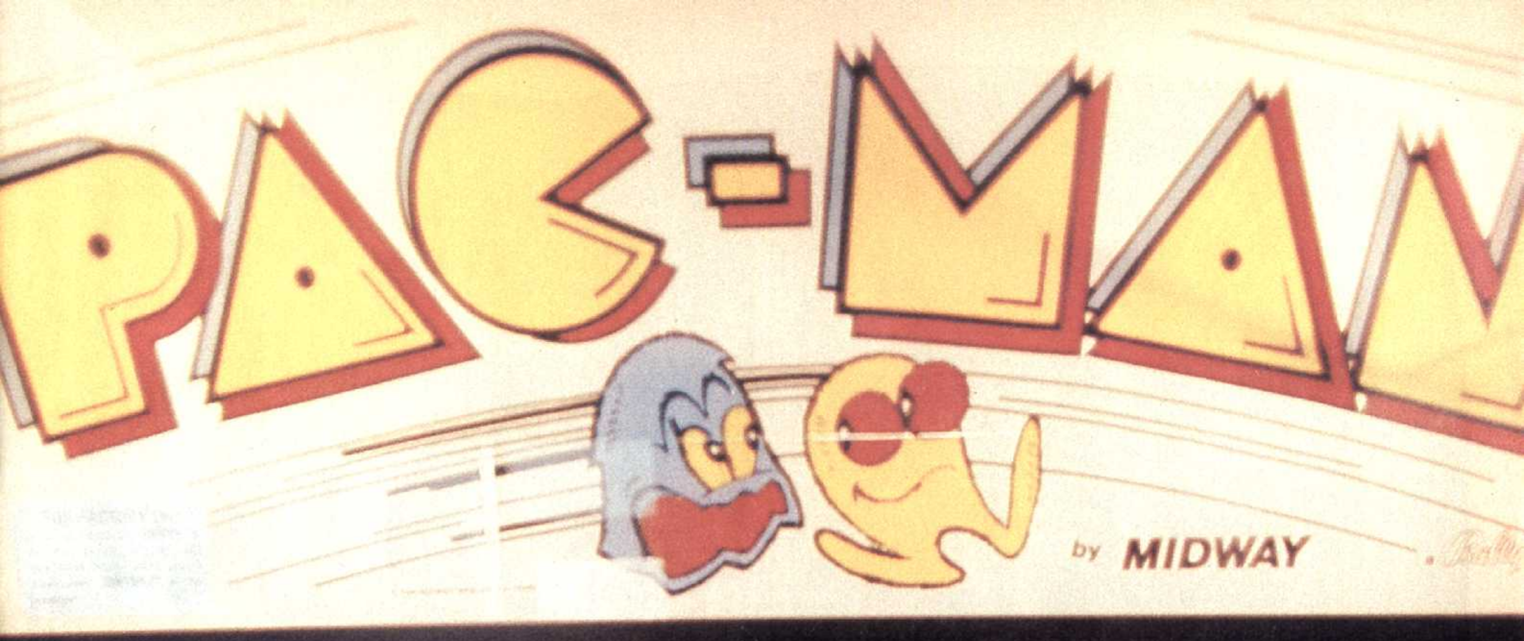
This is the most physical kind of computer game, and the closest to the sort of ball control in pinball. You tend to nudge the machine with your body as you play, trying for that extra inch of control.

In the light of future games, one wonders how Space Invaders will fare in the long run. It will certainly be remembered as a game that caught the eye, but because it is of a type it will not be missed, simply because it has been muscled out by the latest in laser combat.

As the game computer's capacity increases over the next few years, so the detail of the graphic will improve. In the case of cops and robbers action game, this will make possible more realistic armed encounters with the unknown. Hope these programs aren't so scary that we'll drop our laser blasters and run!

Irrespective of what the next milestone in action programs may be, the present milestones—the early Combat program, and the later Space Invaders program—offer testimony to our penchant for participating in vicarious violence by TV.

Ken Kaminsky


PAC-MAN
by MIDWAY

PAC STRATEGY LEVELS

Level One: This is the beginning. Pac moves left or right, up or down. As he moves he traces a pathway through a maze by gobbling the pellets that line the maze. Life would be idyllic for Pac except that first one and then four ghosts are chasing him. And if one of the ghosts floating down the hallways of the maze happens to come into contact with Pac, then Pac gets exploded, and the Player must start with a new Pac back at go.

Level Two: The player finds that with proper manipulation of the joystick, he can get Pac out of corners and away from the ghosts. Also discovered is that Pac can disappear through a hole in the bottom of the maze wall and reappear up at the top of the maze through another hole. So Pac has got some defenses against the ghosts that are out to get him.

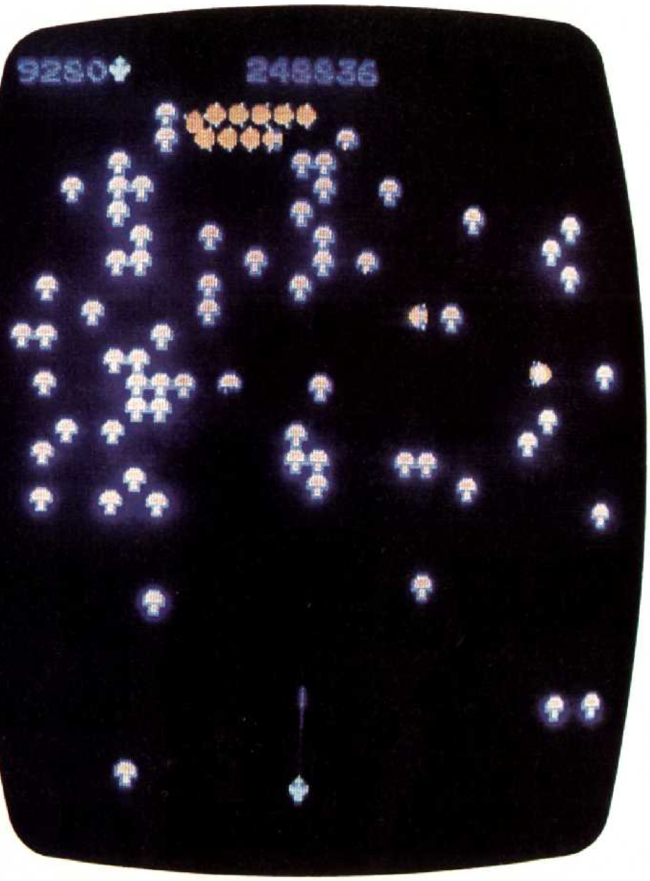
Level Three: With a lot of hard effort, the player wins against the ghosts, the maze is relined with pellets, and Pac and his ghostly enemies start again. After a while the player begins to wonder if this is it. Then the four blinking pellets in the corners of the maze are discovered. It turns out that if Pac eats one of these, for a short period of time he can disintegrate any ghosts that come near him. So you have Pac hang around one of these pulsing pellets until just before a ghost without fear.

Level Four: This is where the true strategy and joy of Pac begins. The player realizes that when Pac is charged by the blinking pellet, Pac can actually chase and tag the ghosts, thus giving himself time for some fast gobbling before four new ghosts emanate from the center of the maze. Now we have Pac as the tough guy, going after what he used to be afraid of, and setting out the boundaries of his turf for a few moments before danger once again lurks.

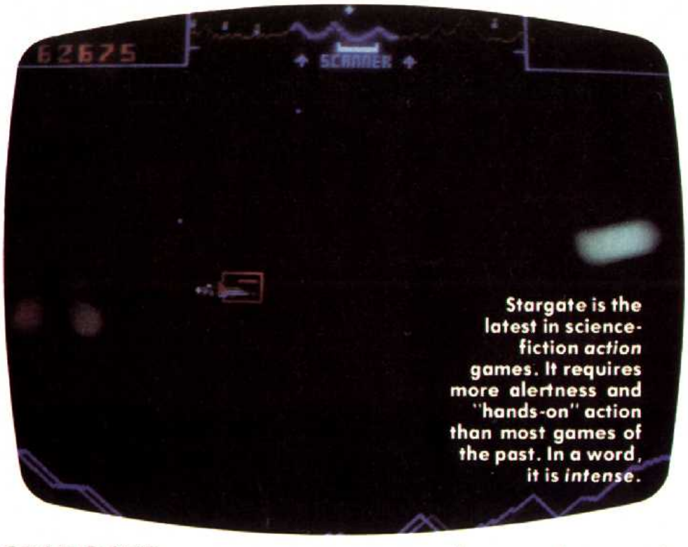
Level Five: Zen time. The path through the maze is the key: a path that avoids all dangers, without a ghost to be seen. The path to the heart of the computer. How do we chart this path, is it there to chart if we knew how? And other such mundane considerations, of which you are apprised elsewhere.

* * *

1UP
6860
HIGH SCORE
14520
2UP
4250
GAME OVER
CREDIT 0
INSTRUCTIONS
• INSERT COIN
• SELECT 1 OR 2 PLAYERS
• PAC-MAN DOTS FOR 10 POINTS. FLASHING ENERGIZER FOR 50 POINTS
• AFTER ENERGIZING PAC-MAN CAN ATTACK MONSTERS
MONSTER POINT VALUE
EXTRA POINTS
100
200
500
700
1,000
2,000



Centipede is another vid game that demands quick eye/hand coordination—especially with the spiders comin' at you!



Stargate is the latest in science-fiction *action* games. It requires more alertness and "hands-on" action than most games of the past. In a word, it is *intense*.

STARGATE: ADVENTURES IN DEEP SPACE

You're in total command, but that may not do you much good if you don't stay alert and ready for the worst, or at least so it will seem as you play the latest in sci-fi action on the Stargate game at your local arcade.

Unlike some other deep space action encounters, Stargate doesn't mess around when it comes to the kind of alien enemies you're going to have to be prepared to deal with. Many players think that Stargate is great because of the intensity of play and the kind of alert, hands-on response needed to become a high scoring Stargate immortal, or even a reasonably successful Stargate mortal.

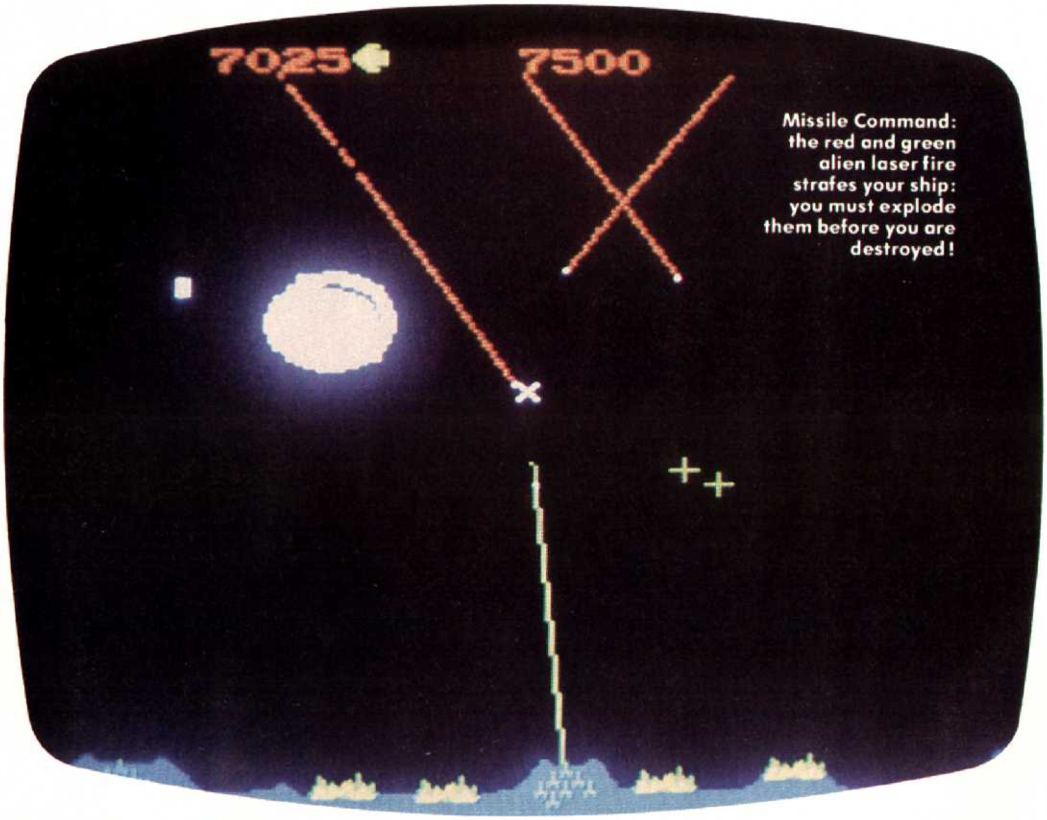
FAST ACTION WITH CENTIPEDE

If you're looking for rapid, multi-event action, *Centipede* is always a good play. You're in a position to fire missiles and run up the body count, and if you're quick enough you won't have any problems with the spiders and centipedes. Who knows, you might even log in with the high score of the day.

At first play, Centipede can seem deceptively easy. Space Invaders players will feel especially at home with the game board. But don't be lulled into a false confidence. When Centipede gets going, you'll need to make instant decisions to stay in action.

Atari created an interesting combination of game elements with Centipede, for it seems to demand maximum eye/hand action, while giving a specific sense of the dangers and adventures involved.

Centipede also features very strong sound effects, especially during missile firing. They add to the impact of the game, and it is hoped that game programmers will take note of how well sound effects are handled with this machine.



Missile Command: the red and green alien laser fire strafes your ship: you must explode them before you are destroyed!

MISSILE COMMAND

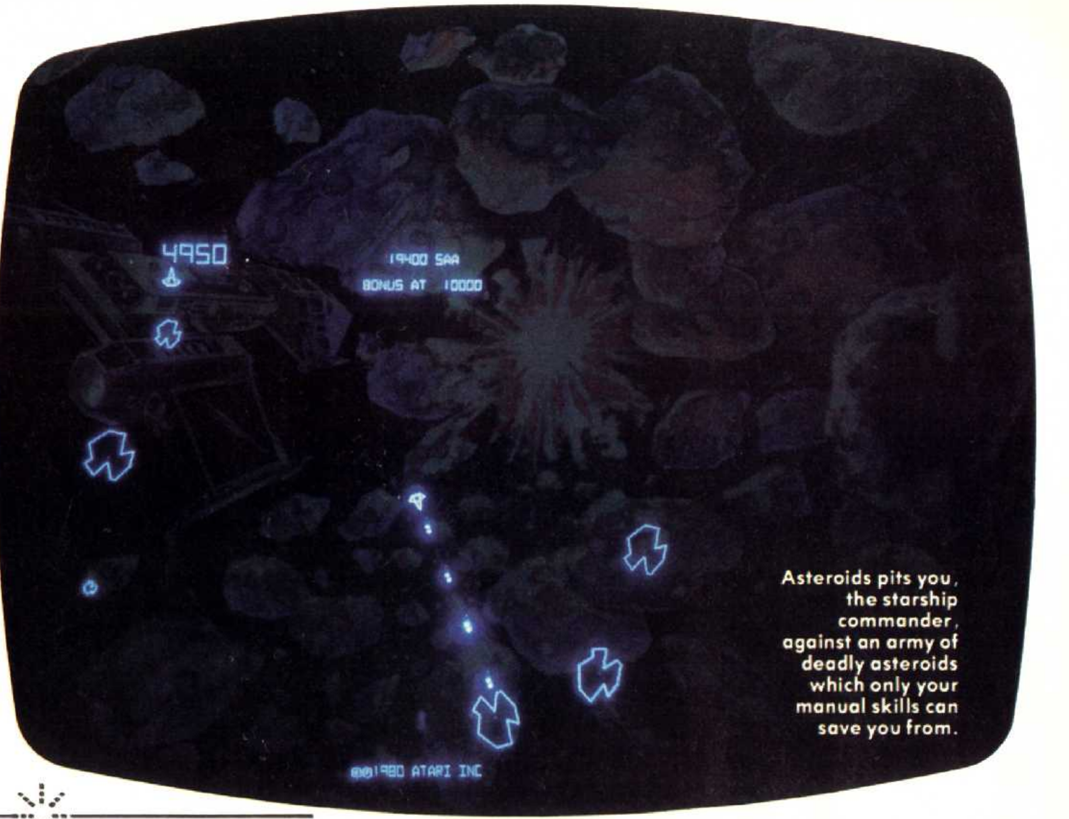
An entirely new concept in laser warfare makes *Missile Command* an interesting change from Space Invaders. The player is on the defensive here, using his weapon to defend his city.

The alien attack takes the form of red and then green lightning strokes of laser fire which bolt out of the heavens to demolish the city below.

The player has rockets at his command, and a moving signal that pinpoints the laser pulses and explodes them before they reach their targets.

Atari has come up with a good game program here. The action is fairly furious, and builds as the attack develops. There are some extra elements to make the game more difficult, and a knack to be developed to rapidly pinpoint and explode the laser blasts.

Two arcade rats find themselves caught in a whirling miasma of asteroids: they'll be killed in seconds.



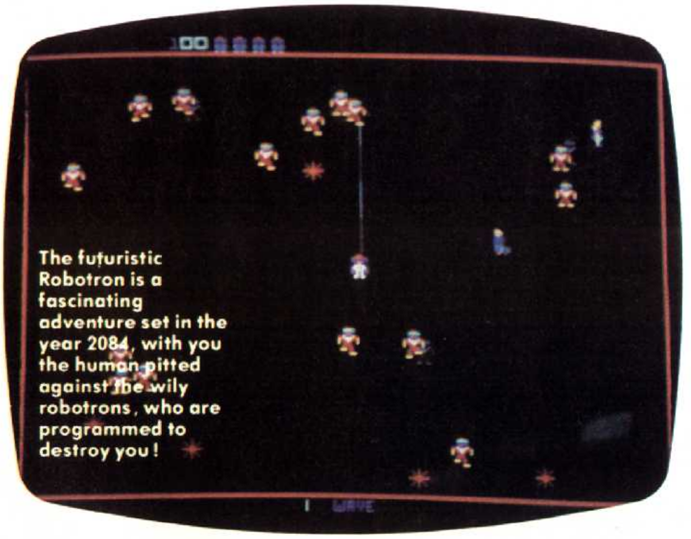
Asteroids pits you, the starship commander, against an army of deadly asteroids which only your manual skills can save you from.

ASTEROIDS IN ACTION

If you had to tell somebody one game that would give them a great introduction to 'cade action, Asteroids is one of the few logical choices.

After all, the kind of action that comes from having your star ship caught in a belt of deadly asteroids with only your own eye/hand talents as ship commander between you and certain annihilation is definitely what game action is all about.

Asteroids is considered one of the classic screen games, not only as an arcade game, but also in its home game form as available from Atari.



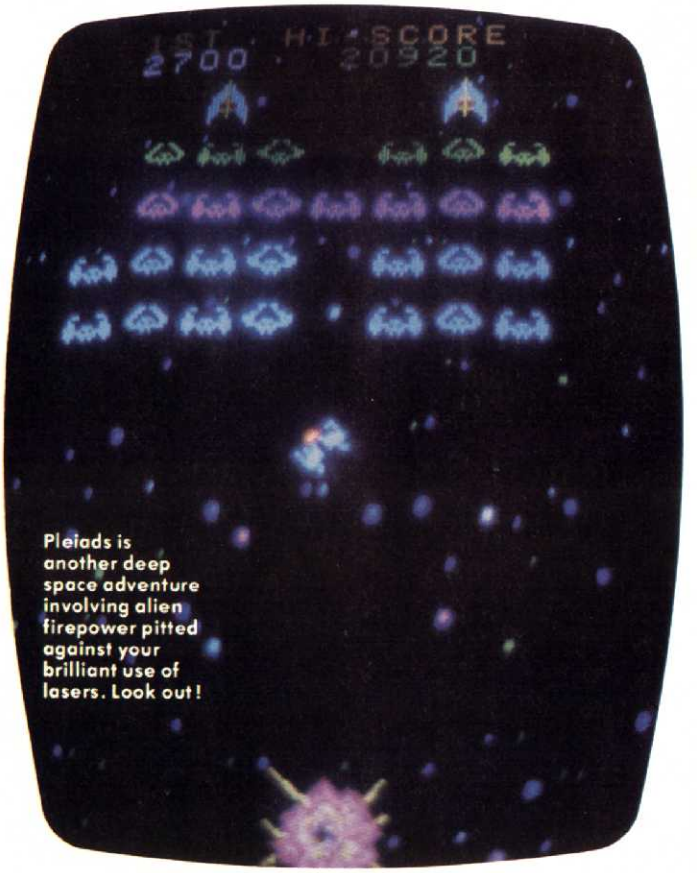
The futuristic Robotron is a fascinating adventure set in the year 2084, with you the human pitted against the wily robotrons, who are programmed to destroy you!

2084 IS READY WHEN YOU ARE

A personal invitation from Williams to step into the future with Robotron, the game that takes place in 2084. And in the process make 1984 look like the good old days.

It seems that in 102 years, man has managed to perfect the perfect creature, the Robotron. But due to an error in the lab, the Robotron turns out to be somebody you don't want to turn your back to. Especially be wary of the Brain Robotrons for they can destroy any humans that get in their way.

With the scene set, Robotron takes you on a computer adventure into a future shock world where you must defend yourself against some very deadly antagonists.



Pleiads is another deep space adventure involving alien firepower pitted against your brilliant use of lasers. Look out!

PLEIADS INVADE

The latest invasion on the arcade game scene comes from space by way of Atari under the intriguing name Pleiads. In this new space screen game, all sorts of exciting challenges have been programmed in to let you deal with alien firepower with your laser weapon and your eye/hand response. And that response better be as quick as you can make it, or you'll win-up blasted out of time and having to invest more quarters to get your self-respect back and conquer the alien forces.

ZAXXON

THE SHADOW OF THE JET

Sure they're lined up to play Pac-Man and the Ms., but if you're looking for real action, just follow the crowd to the Zaxxon machine.

Zaxxon has the most advanced game screen to date, creating a graphic display that is absolutely fantastic. This Sega/Gremlin game makes every other game board seem slightly old-fashioned, for it creates a visual with very realistic and very three-dimensional qualities.

You are piloting a supersonic jet, armed for action as you approach the enemy city from deep space. You control your jet as you fly over the enemy city, finding the holes in giant brick walls to maneuver through blasting enemy defenders as they try to attack you.

What makes Zaxxon honestly 21st century is that it is incredibly realistic. You see the enemy city not as a series of dots, but as a full color, 3-D city, with walls, buildings, streets, and all the detail you'd see if you were actually flying low over a city.

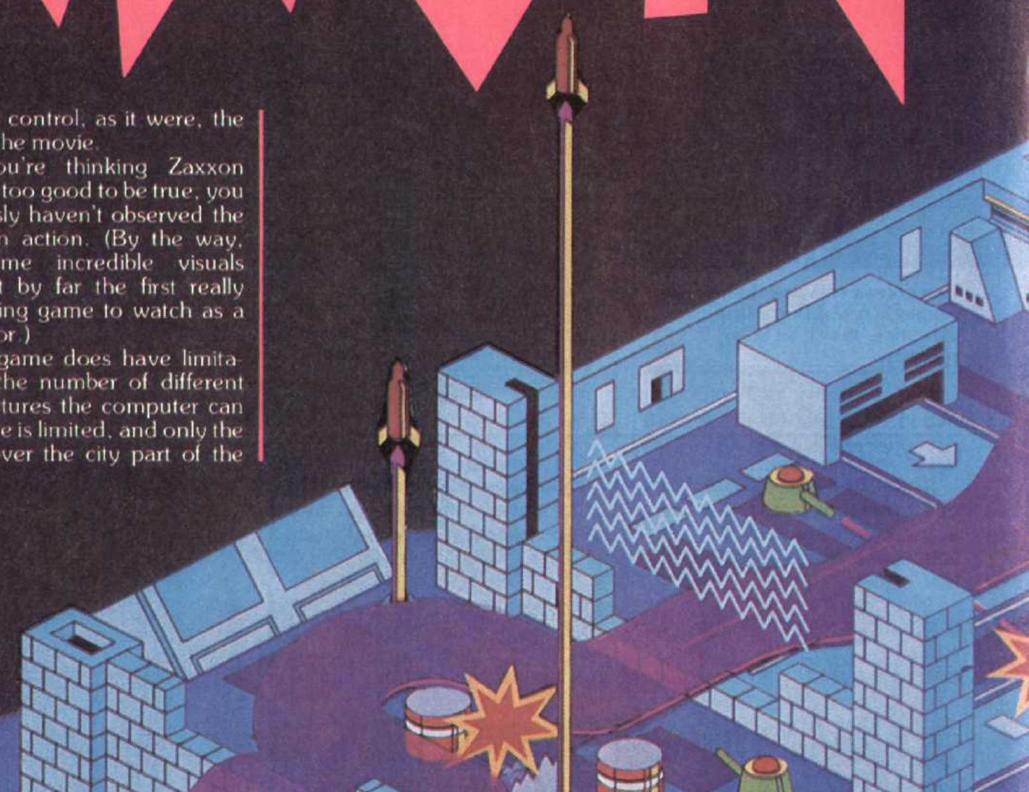
Because of its visuals, Zaxxon isn't a game, it's an adventure. What future video games will be all about: you're really part of the action, enjoying total visual identification with the screen images; you become part of the game, not just a player observing colored dots racing around the screen.

It's difficult to describe the computer generated visuals that make Zaxxon so spectacular. They are more realistic than many Saturday morning cartoon shows, much more realistic than any other computer visuals we've seen to date; but certainly not as realistic as movie or video TV pictures.

The Zaxxon is a special effects machine that gives you all the adventure value of seeing a movie like *The Empire Strikes Back* or *Raiders Of The Lost Ark*, but with the added dimension of letting you control elements of the picture, and thereby control, as it were, the plot of the movie.

If you're thinking Zaxxon sounds too good to be true, you obviously haven't observed the game in action. (By the way, the same incredible visuals make it by far the first really interesting game to watch as a spectator.)

The game does have limitations—the number of different 3-D pictures the computer can generate is limited, and only the flying over the city part of the game can be said to be truly breathtaking in its realism. But this is only a question of the computer's potential, and where Zaxxon is obviously a higher memory computer than other current games, there's no question that even higher memory games will appear with the obvious success of Zaxxon.

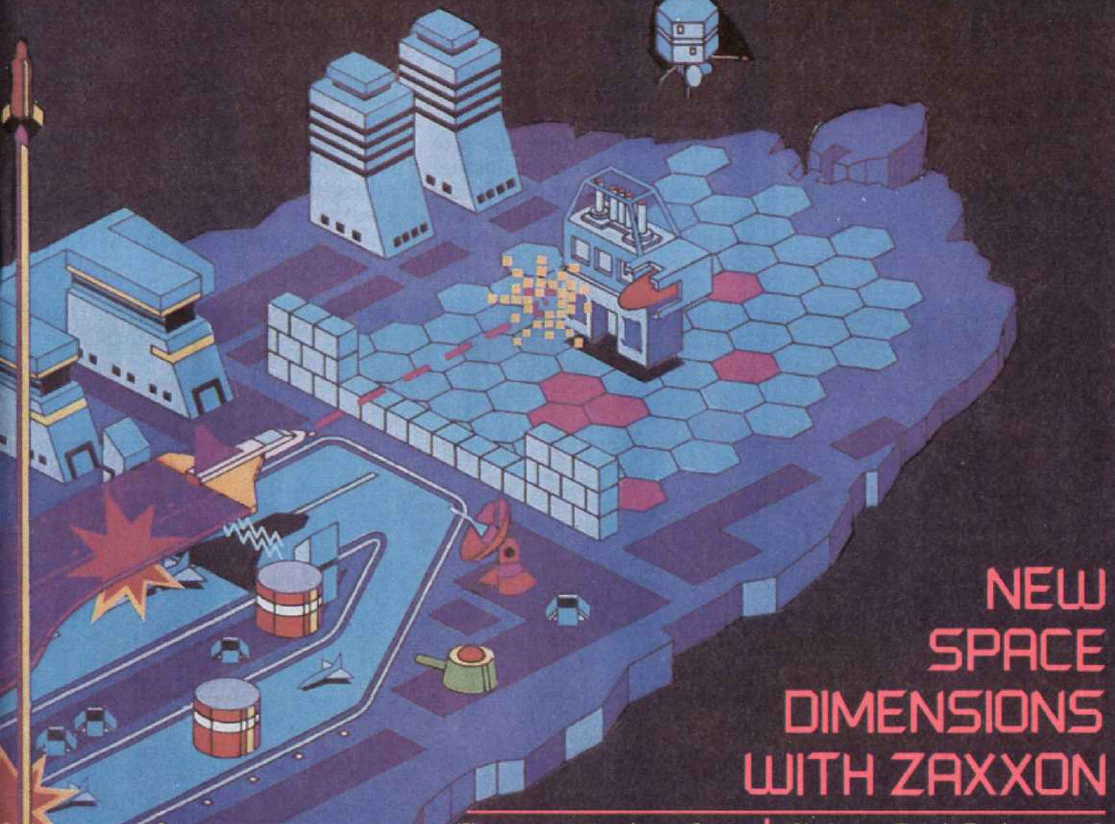


Until Zaxxon appeared, the only experience most players had with a realistic dimensional game were the car racing games where the road rolls under you on the screen. These games were interesting, but their obvious lack of plot or real action were no competition for Space Invaders type games. Also the graphic reality of these road race games was rough, not at all as realistic as Zaxxon.

Besides its visual innovations, Zaxxon has the potential of growing within its game theme. Where Pac-Man or Space Invaders could only change by shifting the rules or redesigning the entire graphic, Zaxxon can add new adventures within its current format. This could result in very complex play, with player options deciding not only the game action, but where the action takes place.

As you watch the shadow of your jet on the rooftops below you, your fingers on the fire button, and your senses attached to possible danger, you'll no doubt agree that Zaxxon just better be the game of the future...

This is the heavily armed floating fortress which you, the ace fighter pilot, must fly over, taking care to dodge the walls and avoiding fire from the enemy's missiles and guns. Depth percetion is important, because you must be at you enemy's altitude when you fire upon him. (Below) A cub fighter pilot takes control of the pilot control stick. He's blasted the enemy warplanes, but what about the armored robot?

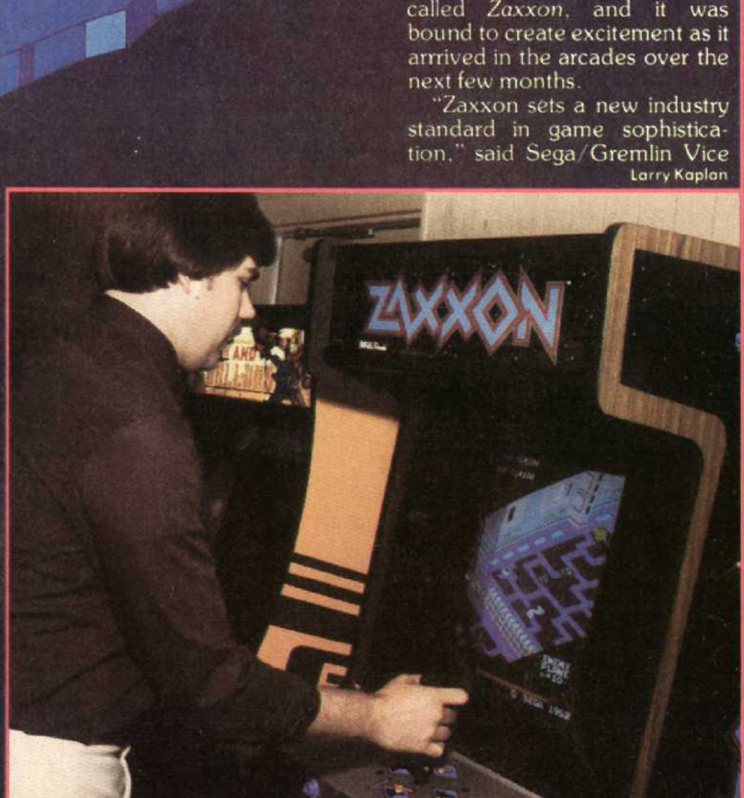


NEW SPACE DIMENSIONS WITH ZAXXON

The news came from Gremlin Industries in San Diego, California in early March of this year. Sega/Gremlin had a new arcade game that was definitely out of the ordinary. It was called *Zaxxon*, and it was bound to create excitement as it arrrived in the arcades over the next few months.

"Zaxxon sets a new industry standard in game sophistication," said Sega/Gremlin Vice Chairman Frank Fogleman. "It introduces an advanced screen perspective, a newly designed and tested fighter pilot control stick, a totally new 'space wind' sound and other state-of-the-art features."

Larry Kaplan



The new dimensional effects of Zaxxon are produced by projecting the picture at a slant on the screen. The new technique moves the player spacecraft in a unique left to right diagonal perspective through a number of exciting game scenes.

In addition, the player has an eight-way pilot control stick that features a trigger firing action to give Zaxxon more true to life combat control than many other games.

Also featured are dynamic sounds such as the roar of missile launchings, the sound of homing missiles, and explosions, and the "space wind" tones that come out of the machine as the player craft pursues its mission.

"The realism and action of Zaxxon may well make it the ultimate in video game play," adds Fogleman. "All tests and reports indicate Zaxxon to be a game of unmatched repeat play."

ZAXXON: GAME PLAN

The Mission: Your objective is to guide your fighter plane, using your pilot control stick, to attach a giant floating enemy fortress, then to bring down a fleet of enemy warplanes, and finally to destroy the enemy's lethal armored robot.

The Controls: Fighter pilot control stick with firing button are what you have at your disposal. You can make your ship climb, bank, dive and strafe to maneuver through the many obstacles you'll encounter on your mission. Your ship will appear larger or smaller on the screen depending on the altitude at which you choose to fly. Your ship also casts a trailing shadow on the objects below it. This shadow, an altimeter on the video screen, and the points of impact of your ship's gunfire will help judge the altitude of your craft.

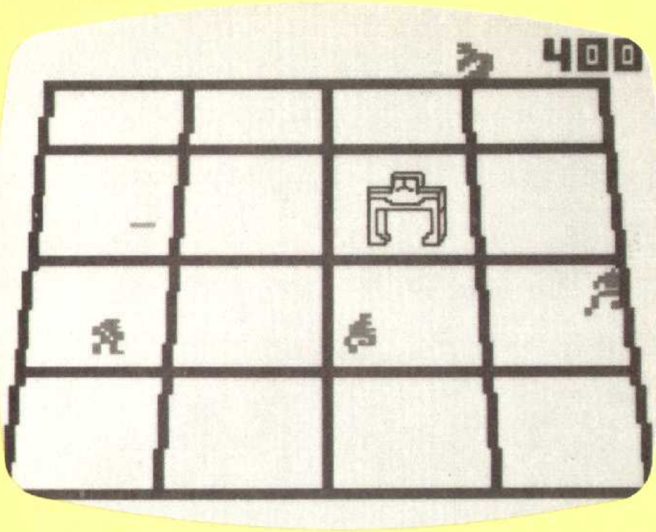
The Game Experience: In the first scene, the heavily armed floating fortress must be flown over, dodging walls, strafing fuel tanks for extra fuel, and avoiding fire from enemy missiles and guns. You must do your best to score points so you can replenish your fuel supply and earn bonus ships.

If you survive the enemy barrage over the fortress you'll suddenly come up against the enemy fighter fleet. You must destroy these interceptors in a battle that will take all your skill. Watch out for your depth perception because your ship must be at the enemy's altitude when you fire to score a hit.

With the dogfighting behind you, your ship will be confronted by a new battle within enemy headquarters. This is a more heavily defended floating fortress of tighter passages, armed with laser barriers and increasingly heavy firepower from enemy defenses.

The final challenge comes when you must defend your ship against the enemy's lethal armored robot and homing missiles. This is a blazing battle to the death. You must score six hits on the missile or else your ship will be destroyed by the robot.

Good luck!



TRON

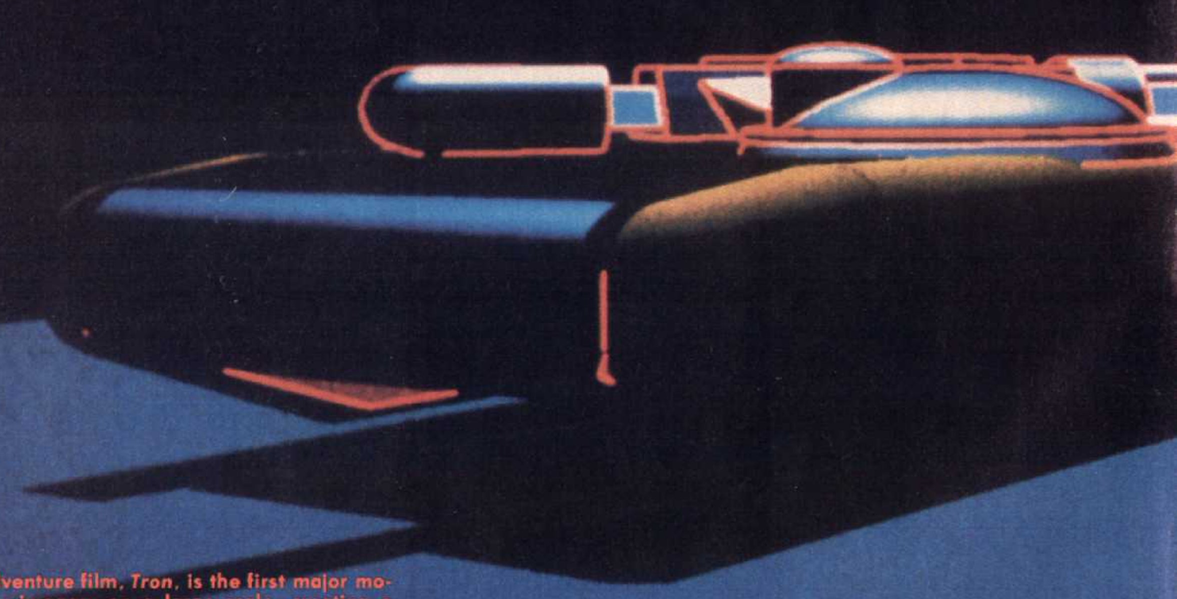
THE GAME

First came the *Tron* movie: an electric adventure story about a computer wiz who tries to terminate a runaway program in a huge computer information system only to get pulled into the system. Produced by Walt Disney studios, *Tron* is not only about computer adventures, it is filled with computerized effects: graphics that aren't possible in the real world of film-making, but exist through the magic of computer electronics.

Tron may well pick up where

Bruce Boxleitner portrays a rebellious video warrior in a computer world controlled by a malevolent master program in the film, *Tron*.

Walt Disney's new science-adventure film, *Tron*, is the first major motion picture to use computer imagery on a large scale, creating a fantasy setting for its story. The film demonstrates what an important role video games are playing in the current popular culture scene. *Tron* is the story of an electronic world where computer programs live as alter-egos of their programmers. It stars Jeff Bridges, David Warner, Bruce Boxleitner, Cindy Morgan and Barnard Hughes.



A computer-generated video game tank patrols a dark alleyway in Walt Disney's new fantasy adventure, *Tron*.

Disney films like *Fantasia* left off. It will be visually astounding and at the same time, create seemingly impossible effects for the first time on film.

The computer adventures of *Tron* won't be limited to the movie screen. Bally Manufacturing is reported to be readying a Tron game for arcade play. The arcade version of Tron will also be placed in movie theaters before the movie opens as sort of an electronic coming attractions unit to alert movie-goers to the computer potentials of Tron.

Home game players won't be left out of the Tron adventures either. Mattel has announced that Tron will be available for their Intellivision system.

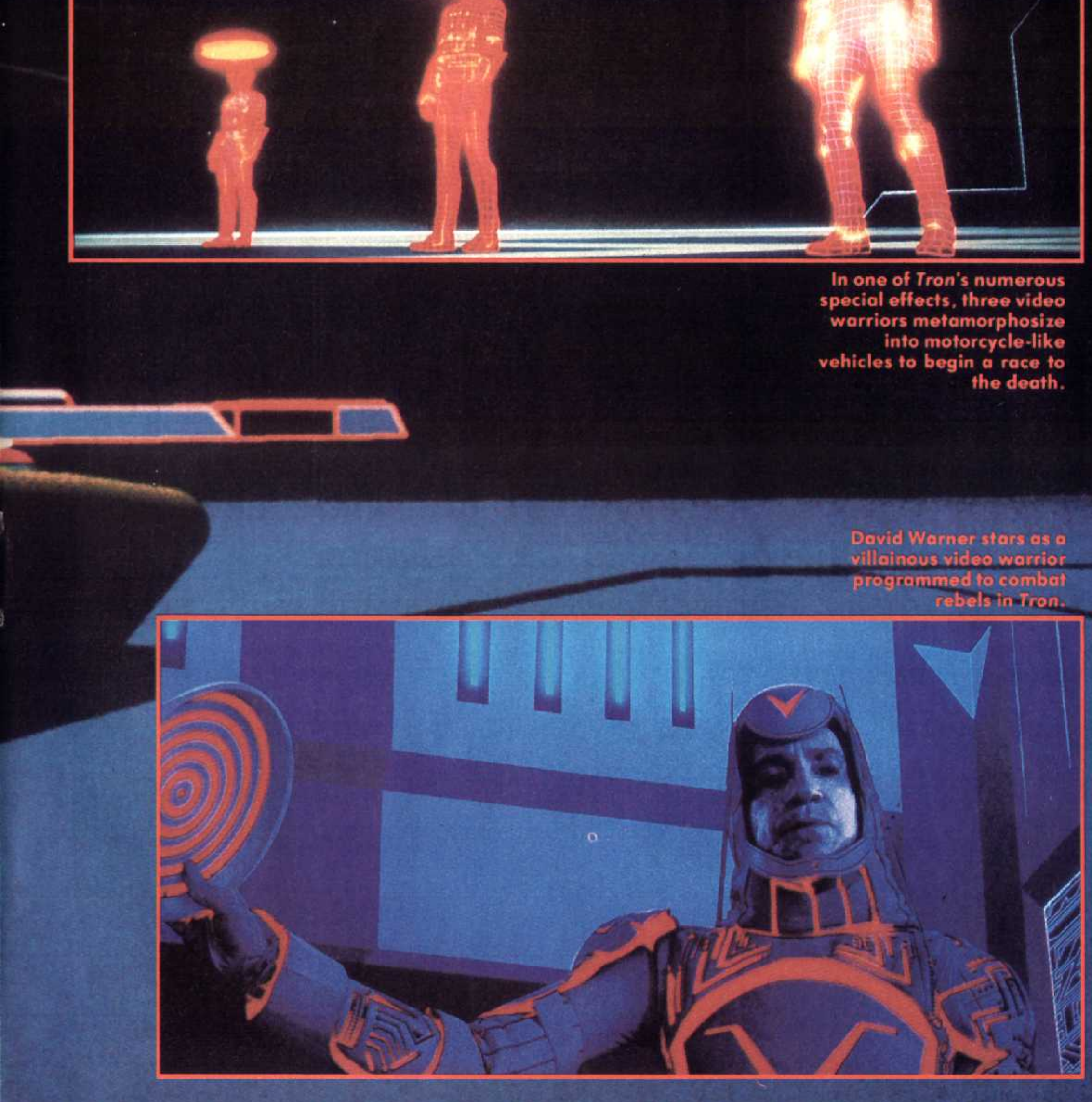
The Intellivision version of Tron is something of a first in home game circles. There will actually be two complete Tron carts. *Tron I* lets the player become Tron and fight off the blue warrior enemies using fatal discs. *Tron II* is a maze type game where the player must eliminate alien dots as he or she advances toward the heart of the master computer program.

So whether you favor the tensions and excitement of a Space Invaders type game where you have a direct confrontation with the enemy (Tron I) or the eye/hand coordination necessary to keep the aliens at bay as you move through a maze (Tron II), you'll find plenty of action in the Tron home game carts.

The concept of releasing a movie, arcade game, and home game carts at practically the same time is a new one for both the movie and the video game industry. Whether the existence of the arcade-home games will help promote the movie remains to be seen, but there's no question that people who see the movie and hear about the game will definitely want to see what kind of action the game provides.

As with upcoming games based on *Raiders Of The Lost Ark* and *The Empire Strikes Back*, *Tron* has a terrific advantage: it is an instantly recognizable game plan to those who have seen the movie and enjoyed its plot. So if a moviegoer gets into the Tron concept, he or she can step into the action by playing the Tron game. Of course, the final verdict on the Tron game won't come in until it has hit the arcades and home carts. As with other computer games, its ultimate success or failure as a hot new game will depend on the kind of action it offers the player.

In one of *Tron*'s numerous special effects, three video warriors metamorphosize into motorcycle-like vehicles to begin a race to the death.



David Warner stars as a villainous video warrior programmed to combat rebels in Tron.

KRULL

ANOTHER TIME, ANOTHER PLACE

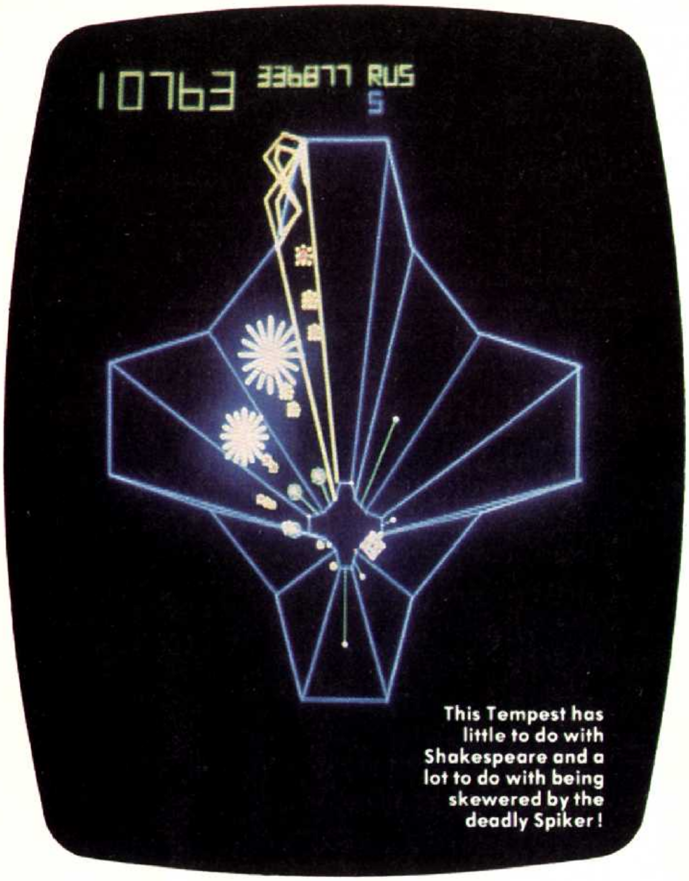
The film version of *Krull* is now filming at Pinewood Studios in England, with Ken Marshall starring, and eight sound stages fitted out for special effects by Derek Meddings (he did the effects for *Superman I & II*) to be filmed by Peter Sushitzky (he was director of photography on *The Empire Strikes Back*).

While Columbia Pictures in producing the movie in England, back in the U.S. the latest news is that Krull will be more than a movie—it will also be the latest in the list of movies that are also screen games.

D. Gottlieb & Co. (which happens to be the arcade game subsidiary of Columbia Pictures) will create and manufacture arcade video and pinball games which, according to the film company, will be "keyed to the spectacular settings and effects of the film..."

Home game fans will also be able to experience the marvels of Krull because Atari and Columbia have signed an agreement so that Atari can make home video game carts based on the film.

So step into what Columbia describes as being set in "another time and place," and prepare to play Krull.



This Tempest has little to do with Shakespeare and a lot to do with being skewered by the deadly Spiker!

TEMPEST: WATCH OUT FOR THE SPIKER

If any one game brings great new terminology to computer play, it's Atari's *Tempest*, where the action is all wrapped up in terms like Fuseball, Spiker, Super Zapper, and the like.

Using an interesting spiderweb effect as the screen game graphic, Tempest gives the player plenty of eye/hand practice as the player attempts getting skewered by the Spiker and at the same time tries to take out the Fuseballs, Pulsars, and Tankers that come his way.

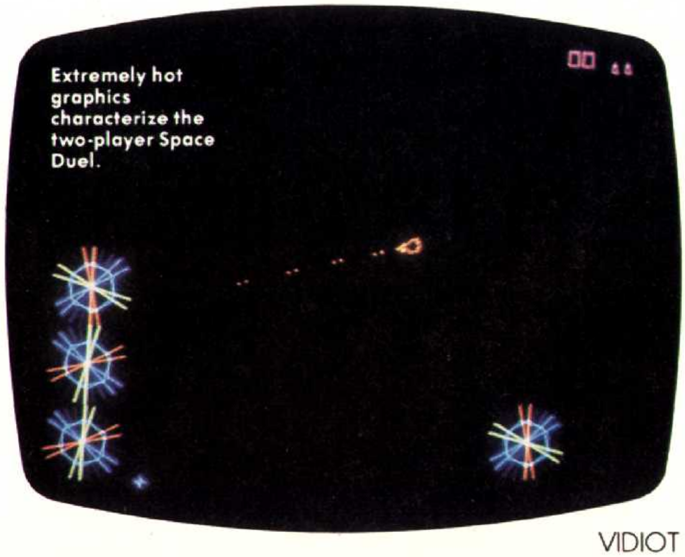
Tempest is a definite skill game that takes some practice before the player can achieve anywhere near a maximum score or deal with the many game variables. It seems as if danger lurks in every direction for the player, although three controls, including a Fire button and a Super Zapper button, do help to even up the odds.

You can play Space Duel solo, but's it's more fun to beat your boyfriend!

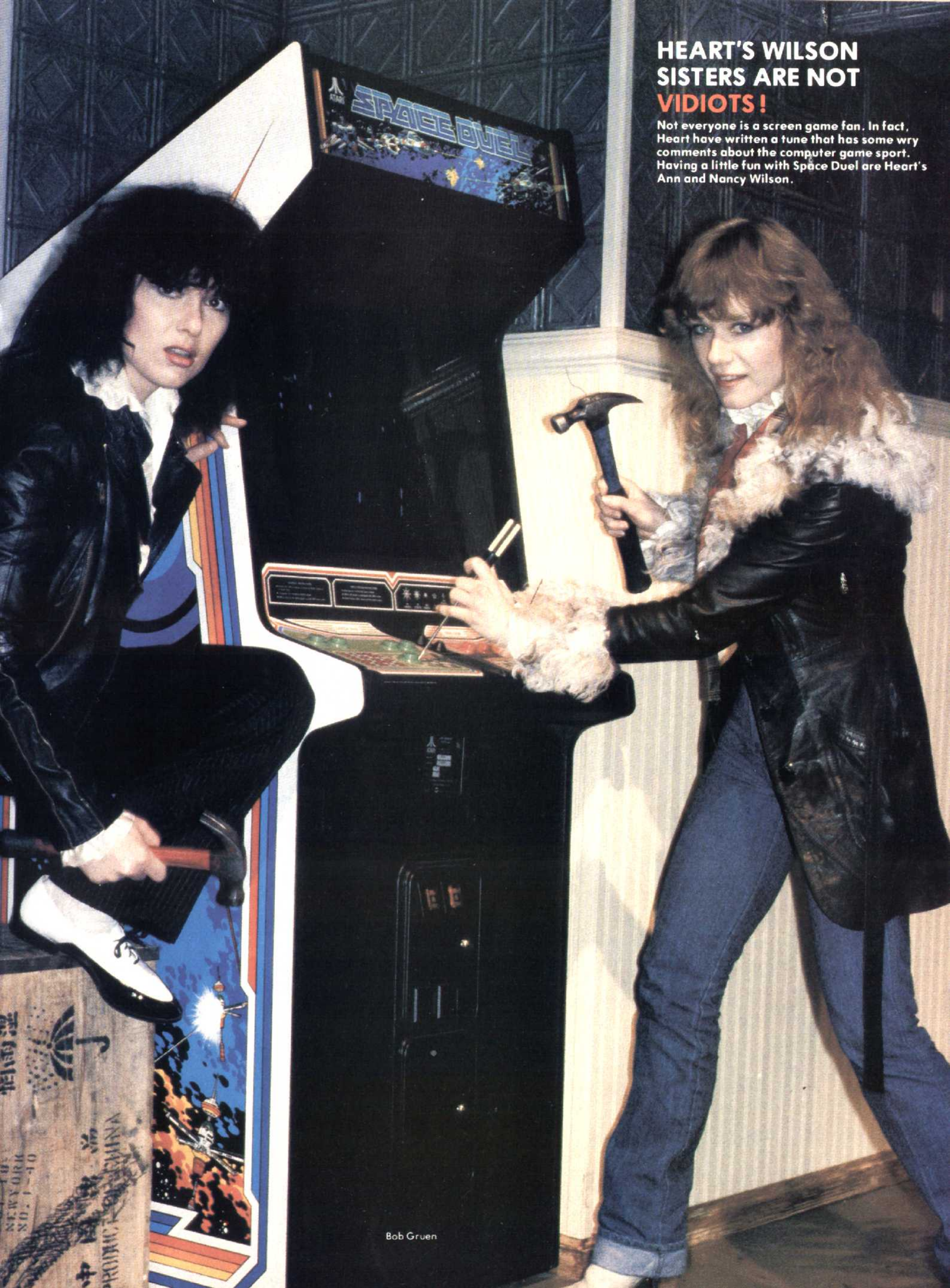
SPACE DUEL

Interesting play possibilities arise with Space Duel which offers either solo play or two player action. The two player mode should not be overlooked. It allows two players to try their skill at starship warfare with another starship controlled by the second player. In addition, each player must watch out for the hazards of space, like saucers, rocks, space mines, and other forbidding elements.

The distinctive red and green starships of Atari's Space Duel make it easily recognizable. You may find that the graphics are a little loud, considering the premise involved, but get down to the action and you'll discover a game that is quite a different approach to space strategy.



Extremely hot graphics characterize the two-player Space Duel.



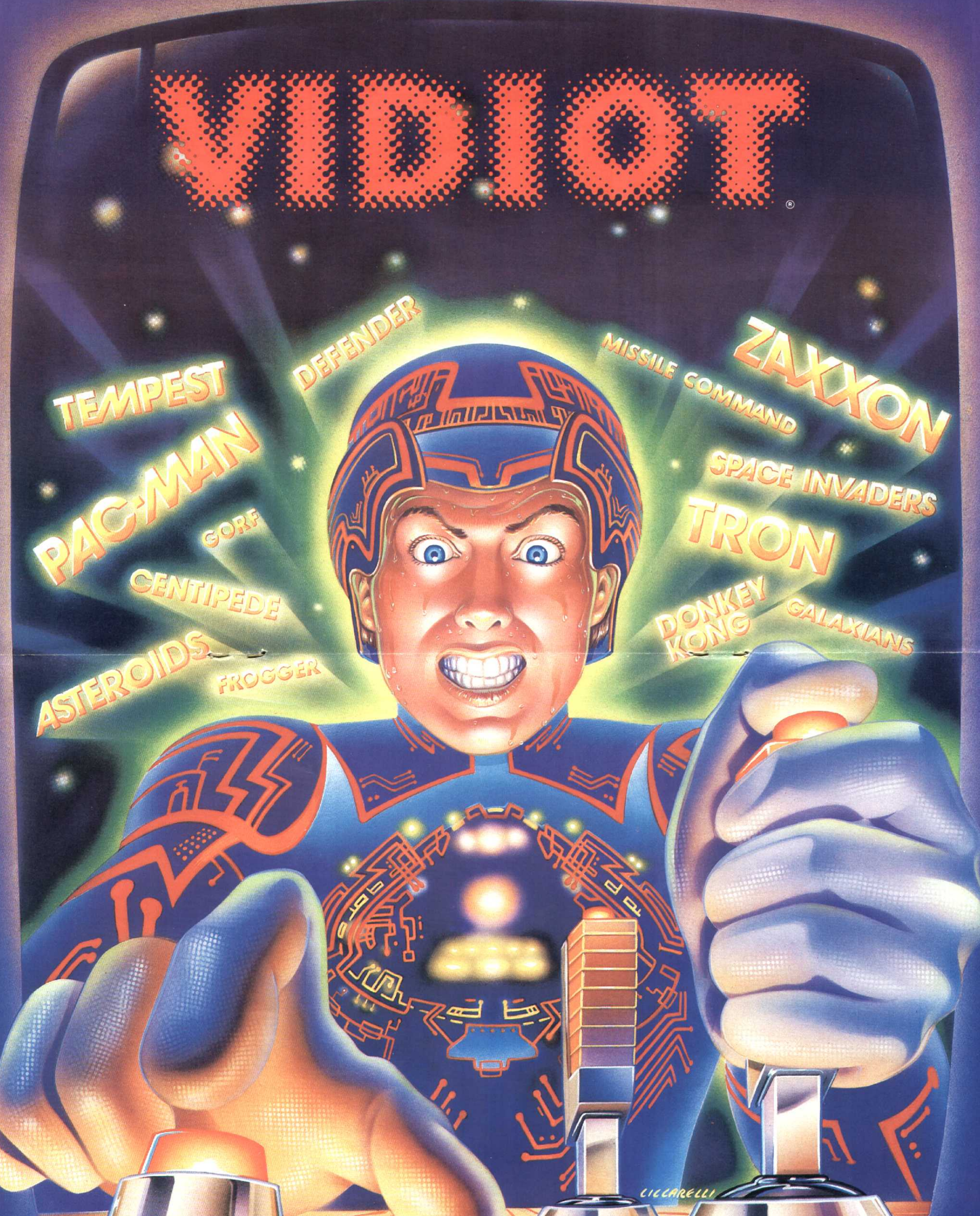
HEART'S WILSON SISTERS ARE NOT VIDIOTS!

Not everyone is a screen game fan. In fact, Heart have written a tune that has some wry comments about the computer game sport. Having a little fun with Space Duel are Heart's Ann and Nancy Wilson.

Bob Gruen

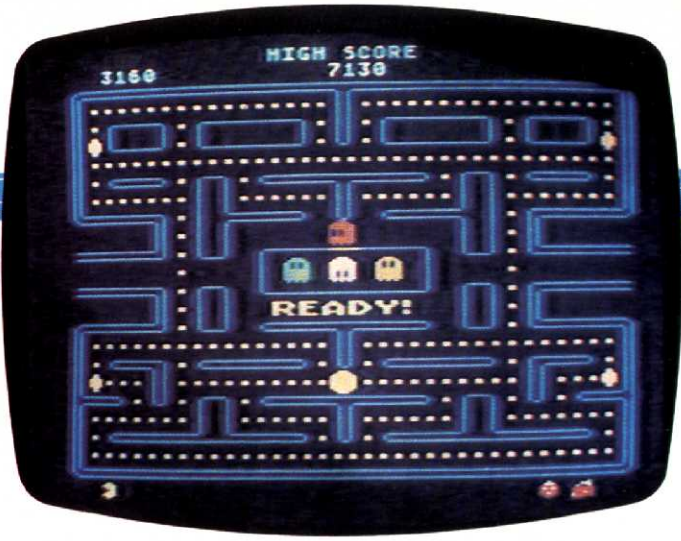
® CREEM SPECIAL EDITION ™

VIDIOT®


DEFENDER
TEMPEST
PAC-MAN
GORF
CENTIPEDE
ASTEROIDS
FROGGER
MISSILE COMMAND
ZAXXON
SPACE INVADERS
TRON
DONKEY KONG
GALAXIANS
LICCARELLI

THE MAGAZINE OF VIDEO GAME LUNACY!

THE GAMES AT HOME

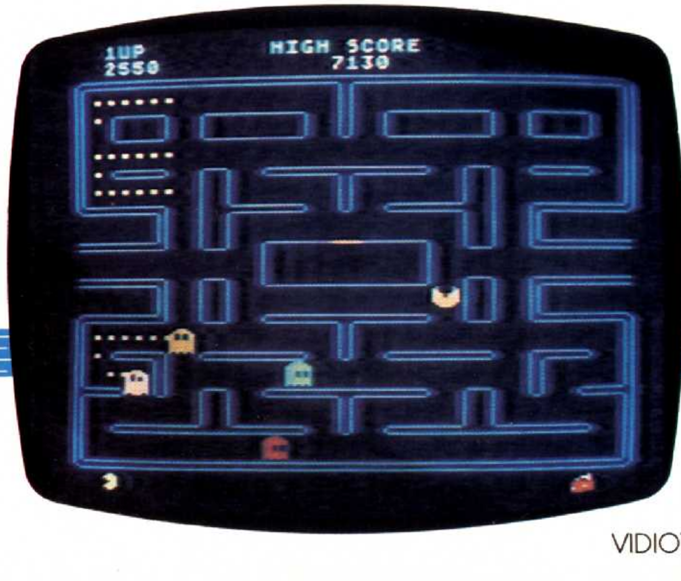

3160
HIGH SCORE
7130
READY!

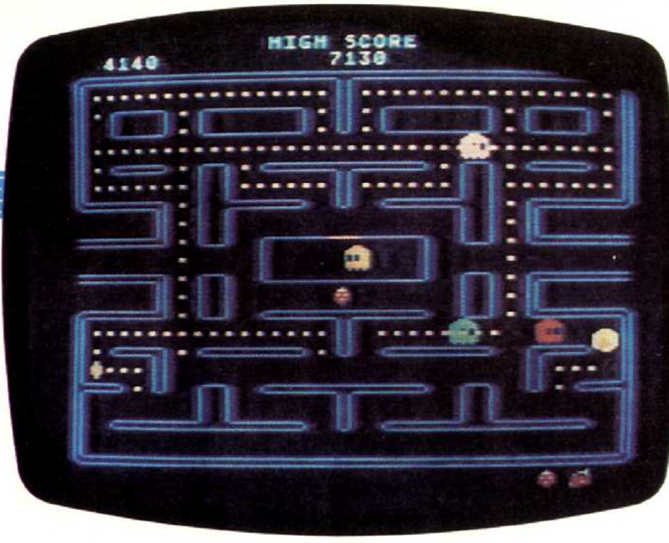
Ready ! Note the escape tunnels are on the left and right of the board maze in the System X while they're at the top and bottom of the Old Atari system.

6572
SPACE INVADERS
GAME PROGRAM
112 VIDEO GAMES
WARLORDS
23 VIDEO GAMES
34 VIDEO GAMES
ASTEROIDS
66 VIDEO GAMES

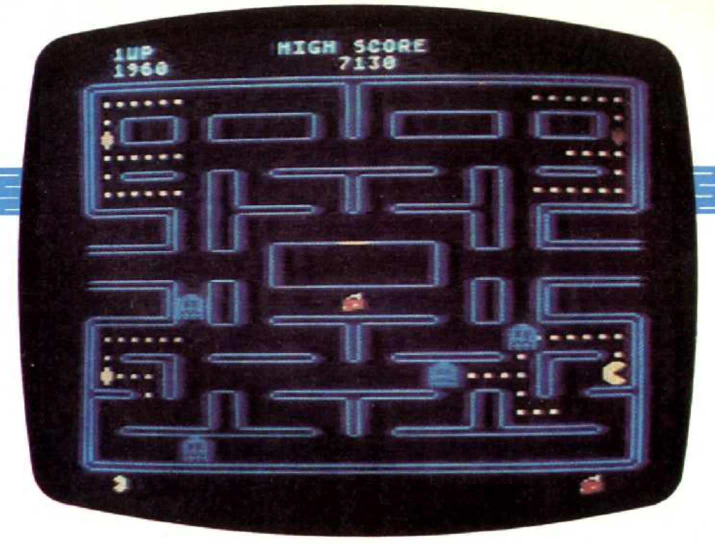
After acquiring the basic Atari Video Computer System, game fans may purchase any of the numerous program carts that strike their fancy; pictured, some of Atari's justly-famous space games; Asteroids, Missile Command, and the inevitable Space Invaders.

Pac runs through the maze to evade the four enemy monsters.


1UP
2550
HIGH SCORE
7130



Pac-Man heads for a power pill, and he better get there quick.

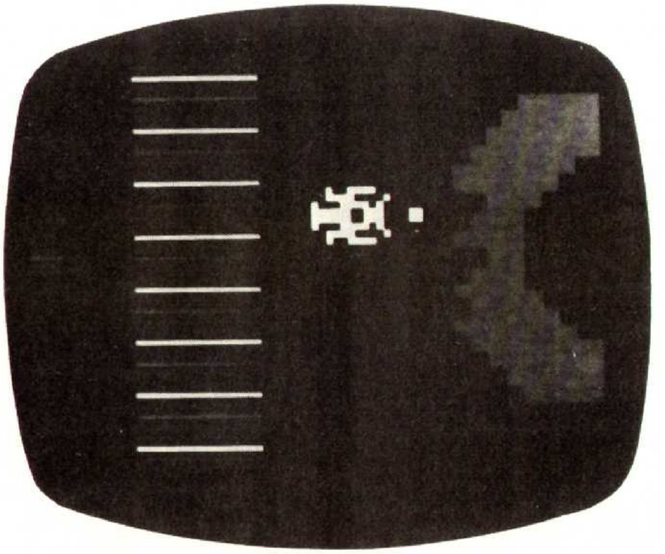


Pac's gobble rate is up to specs and the game action looks good for the Pac players.

Maybe the lines are too long in the arcades, or maybe you just don't have the time. But if you have the quarters—lots of 'em—you'll be able to play some of your favorite games in the privacy and comfort of your own home. No one'll be standing behind you huffing and puffing while you figure out the basic rules and—who knows?—it might be more fun than watching The Love Boat. *Here's the home game rundown:*

ATARI: THE HOME CHAMP?

One of the most popular video computer systems, Atari offers a fine selection of Game Program cartridges to provide an impressive variety of action plays no matter what your interest.



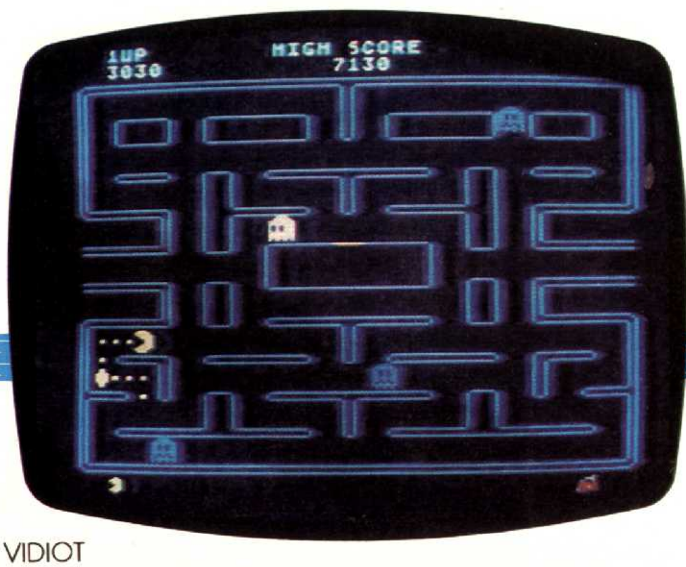
Here is one of the seemingly fragile Yars, from the new Atari game program Yars' Revenge. Yars' Revenge, a space game, involves a struggle between the Yars ("mutant house flies") and the Qotile, their enemy. Can the Yars possibly eat through the impenetrable Qotile shield? Stay tuned...

Like all the other major game systems, once you own the Atari Video Computer System, you can acquire whatever program carts strike your interest. Prices for the carts vary with the particular program provided and with the newness and popularity of the game. As we go to press, the Pac-Man cart from Atari is selling like hotcakes in New York City, with discount electronic houses selling the $39.95 list cart for as low as $23.95 plus tax.

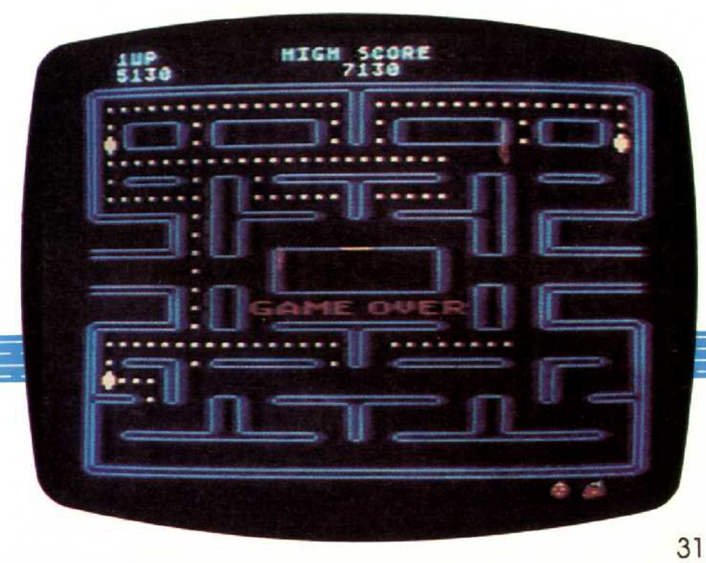
Perhaps the most exciting of all the Atari cart series are those based on intergalactic premises, with Atari modifying the arcade game slightly to work in the home game computer TV format. Recommended in this category are:

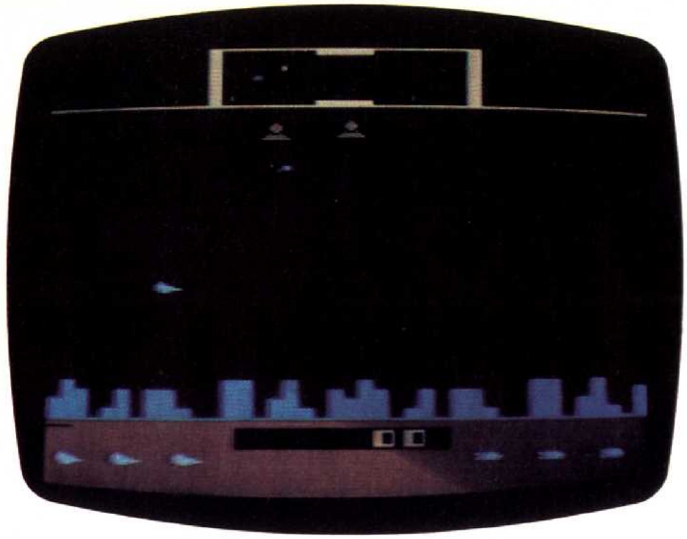
Asteroids (CX2649) which puts you in control of a spaceship dealing with the hazards of deep space including alien ships and deadly asteroids. The cart gives 66 variations of the basic game. *Missile*

With only eight dots and a powerpill to go, looks like Pac's got it made.

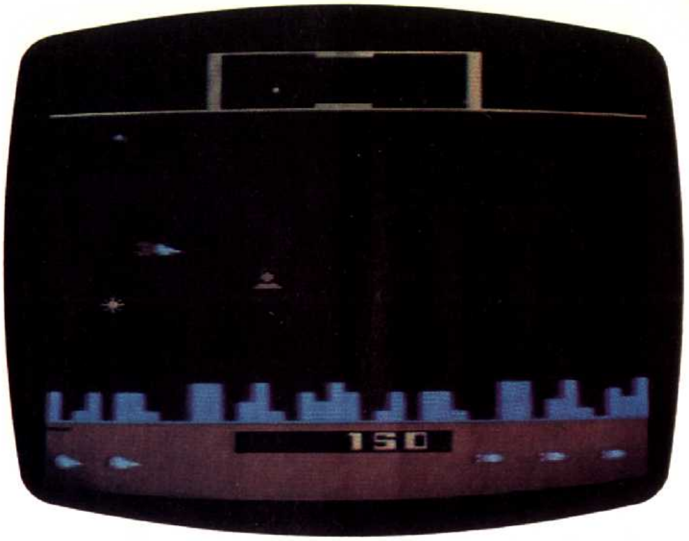


Time to play it again.





1. Atari's System X Defender is all action from the moment you start playing.



2. Your mission is to blast the enemy ships out of the sky, using your laser guided missile system.

Command (CX2638) is another space game, this one like *Space Invaders* (CX2632), both of which allow you to protect the home planet from the deadly forces of the unknown. Another Atari space game is *Space War* (CX2604) which puts you in command of a starship.

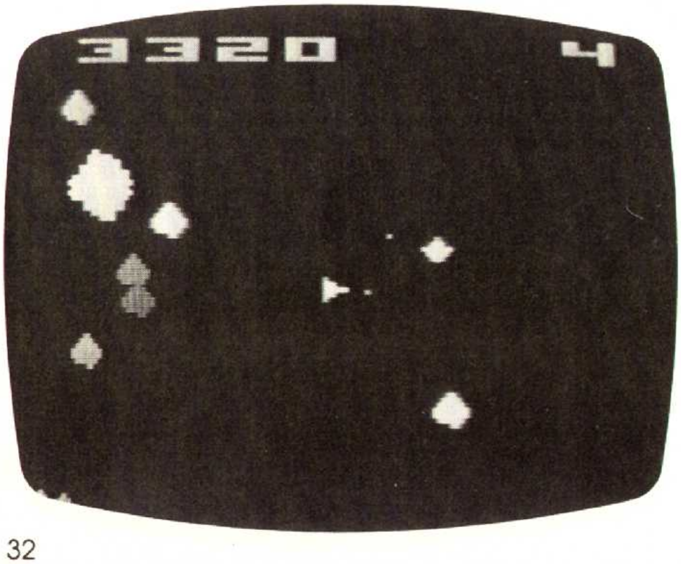
Coming up in the space war game category from Atari are *Yars' Revenge* (CX2655) which should be in the stores by the time you read this. Yars' Revenge is an exciting new game taking place in another solar system where Yars (which Atari describes as 'mutant house flies') are battling the enemy, known as the Qotile. The Yars have every chance to win, as you control the Yars scout as it eats through the protective shield that the Qotile has put up and the laser cannon that allows you to blast the Qotile.

Here is Atari's new System X game computer, featuring more detailed graphics, a sharper image, and best of all the innovative Universal Controller, a handheld calculator-like unit which will allow the player to give detailed instructions to the game.

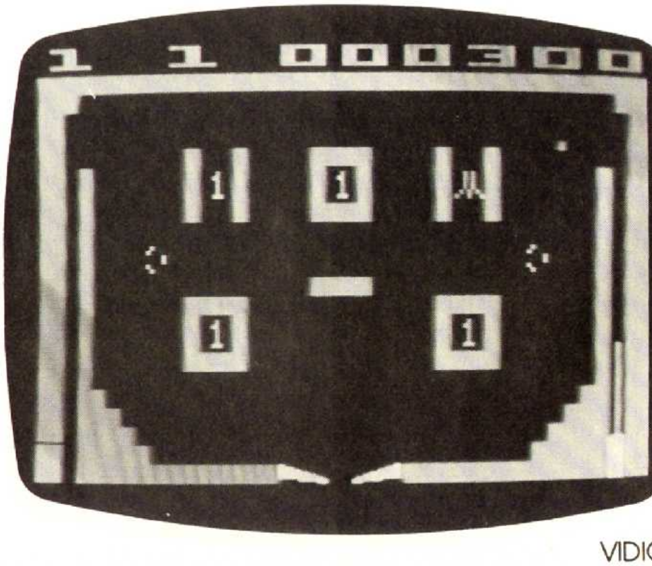
The popular arcade game from Williams, *Defender*, will also soon be available from Atari (CX2609). Defender gives you attack rockets with which to keep the aliens from turning the citizens of the planet into dangerous mutants.

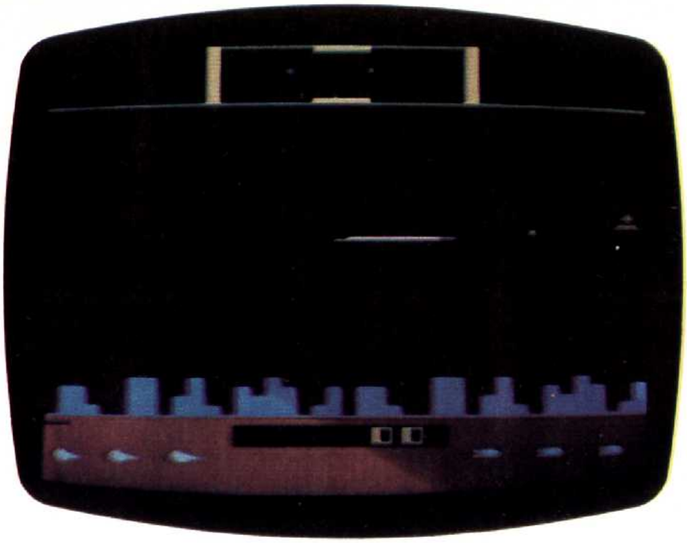
When it comes to eye/hand skill games, Atari has a good number of them available on cart. Among the most exciting are *Super Breakout* (CX2608) where you blast your way out of impossible situations in your starship; *Human Cannonball* (CX2627) where you calculate exactly how to shoot the man out of the cannon so he winds up in the water tower; *Sky Diver* (CX2629) in which you can score big points if you can parachute into the bullseye—that's if you can get your chute open!; and the hot new addition to the Atari line, *Pac-Man*

ASTEROIDS: A classic screen adventure that never fails to challenge even the most accomplished player.

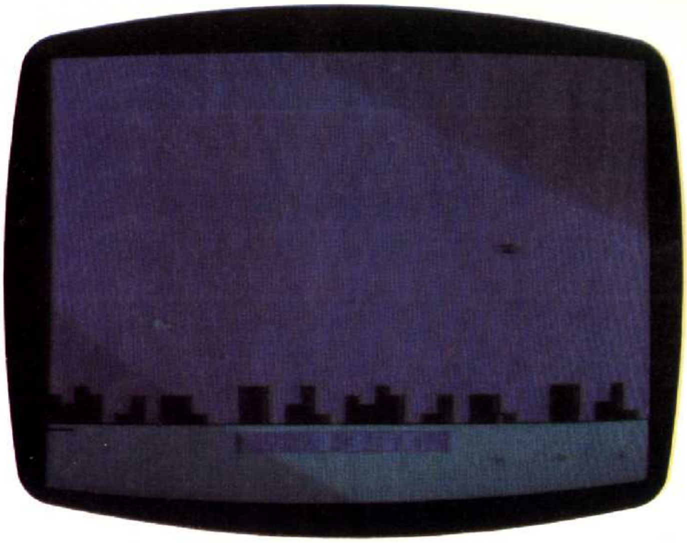


PINBALL: All the elements of this skill game are here, although it is tough to tilt the TV.

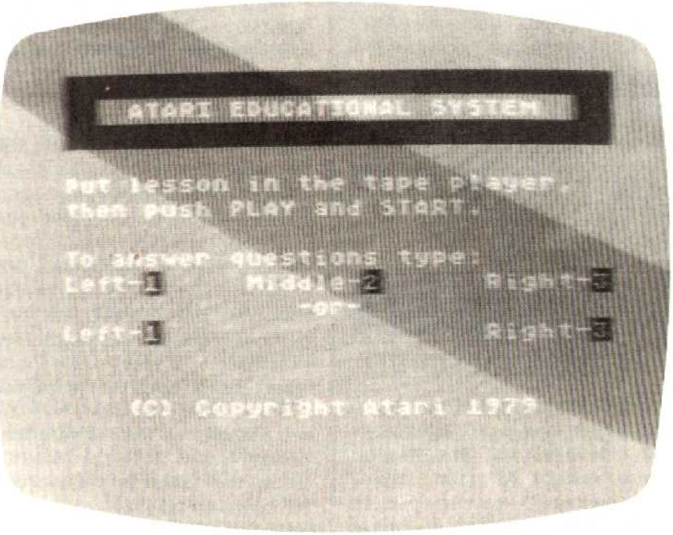




3. As your rocket blasts across the screen seeking the enemy ship, the computer provides spectacular graphic simulations.



4. A peaceful graphic settles on the screen as the game ends and once again you have successfully defended the planet.



ATARI EDUCATIONAL SYSTEM

Put lesson in the tape player, then push PLAY and START.

To answer questions type:

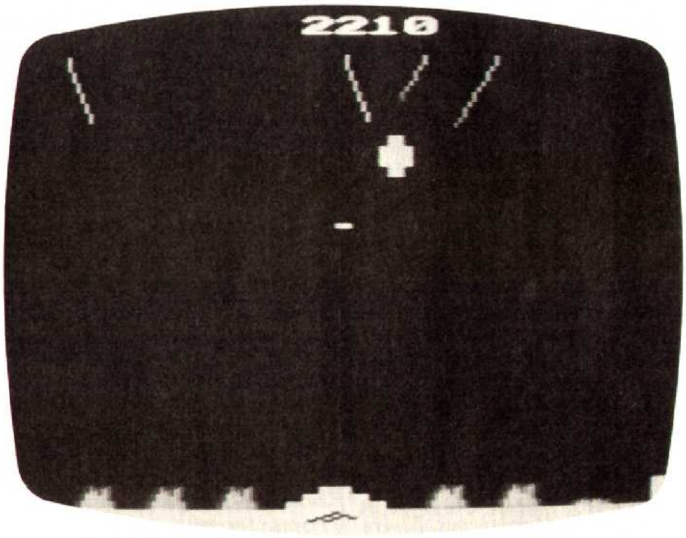
Left-1 Middle-2 Right-3

-or-

Left-1 Right-3

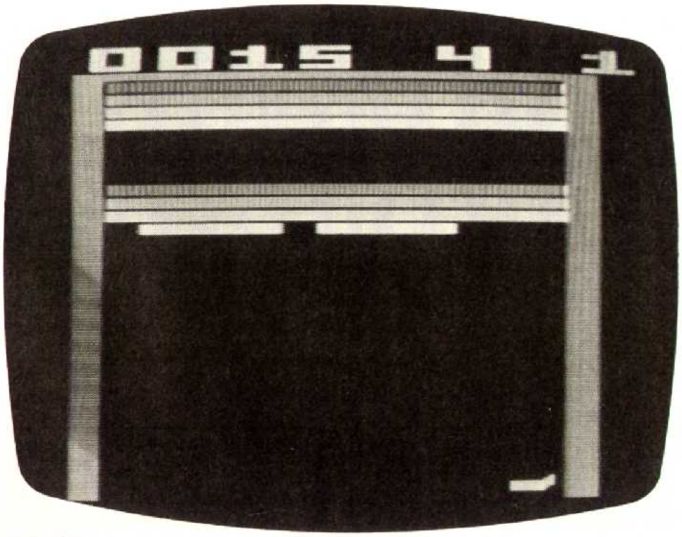
(C) Copyright Atari 1979

NEW THINK: It's not all fun and games from Atari. Those interested in exploring the computer-brain possibilities of their Atari game system can get this special cart and talk to their Atari computer.

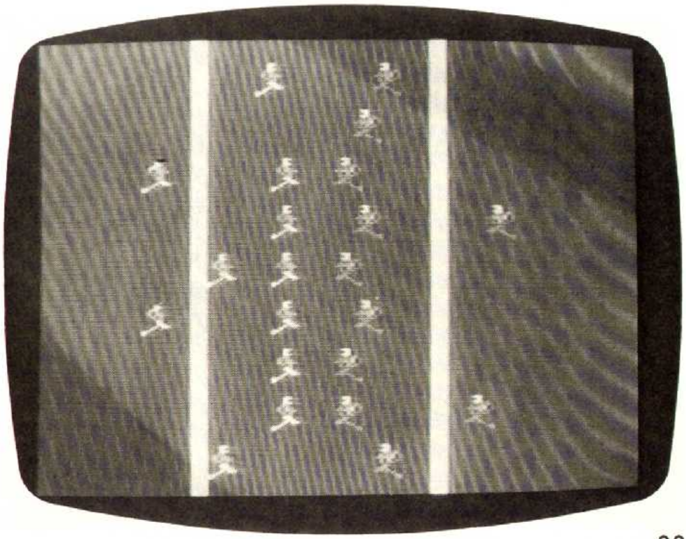


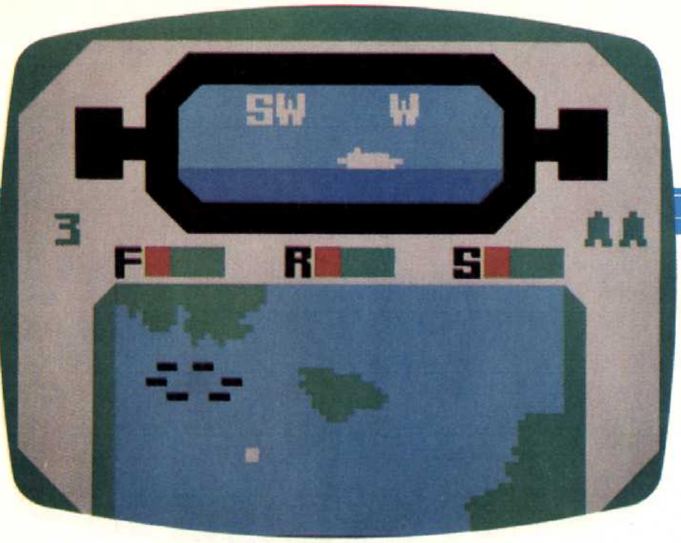
MISSILE COMMAND: You're at the controls, and the battle is in your hands, as you manipulate your joystick and run your brain hot against the computer.

SUPERBREAKOUT: You can make it if you try, and Atari will give you more than one chance.

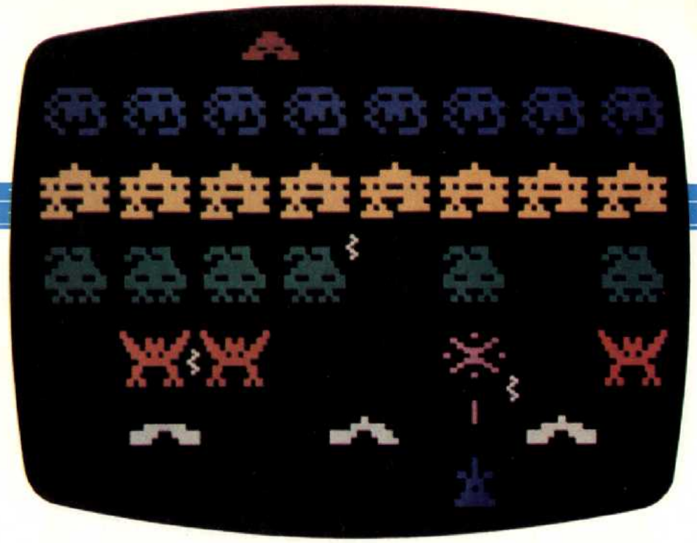


FOOTBALL: A new screen pattern from Atari for the sports players among us.





SUB HUNT: Up periscopes, let's get a destroyer. You're in command as your sub seeks out enemy ships in Intellivision's exciting version of the good old submarine game theme.



SPACE ARMADA: Starfleet fans will want to add this game cart to their space wars collection. Intellivision has put strong game board play into this eye/hand action game.

(CX2646) which allows you go gobble along with Pac any hour of the day or night.

What Atari describes as their 'Classics' are an impressive selection of the best of traditional brain games, all on convenient carts. You can pick games like *Backgammon* (CX2617); *Video Chess* (CX2645); *Video Checkers* (CX2636) or *3-D Tic-Tac-Toe* (CX2618); or you can go for sophisticated Atari creations on cart like their version of the popular *Othello* (CX2639).

Atari has carts in lots of other categories. There are action games like *Haunted House* (CX2654) where you try to avoid the hazards and horrors of the haunted house in the dead of night and *Adventure* (CX2613) where you try to outwit the evil magician. There are plenty of sports-oriented games, like *Indy 500* (CX2611) *Street Racer* (CX2612), and *Night Driver* (CX2633) put you on the track at the speed of your choice; *Homerun* (CX2623), *Pele's Soccer* (CX2616) and *Football* (CX2625) for plenty of indoor sports action; and Atari's *Video Olympics* (CX2621) where you'll find fifty games, among them the latest development of the original Pong.

Video soldiers of fortune won't be disappointed with Atari's combat games. Among them are the classic *Combat* (CX2601), *Outlaw* (CX2605) for cowboys) *Canyon Bomber* (CX2607) for flyboys; *Air-Sea Battle* (CX2602) for those of you who want to sink a few ships; and *Warlords* (CX2610) for sword and sorcery fans.

In a way, the most exciting Atari carts are some of those that aren't necessarily designed as action games. The Atari home video game system is a computer, after all, and so the company has created a number of programs that reflect its brainier talents. There is even one cart, *Brain Games* (CX2664), that generates nineteen games that will stump you if you don't think out each move you make.

Basic Programming (CX2620) lets you, as Atari says, "talk to the computer." That's right, even without a keyboard, you can learn some basic programming moves using this cart. Among the effects generated are actually printing out messages on the TV screen. Now, did you know your Atari could do that?

ATARI'S TOP SECRET!

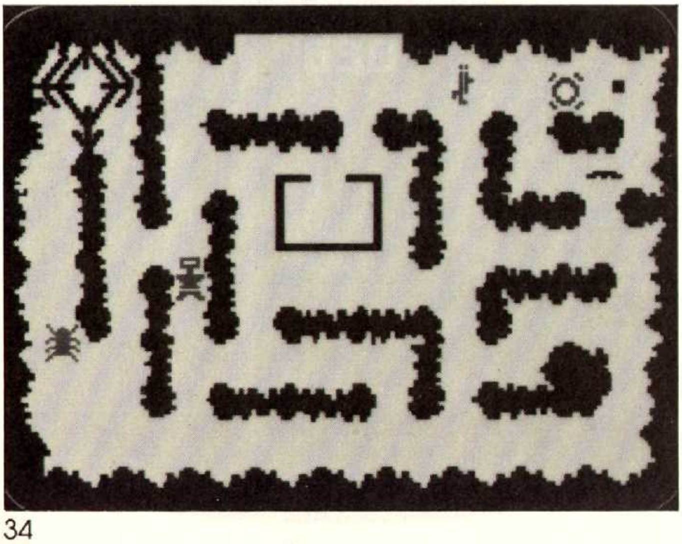
Top Secret: System X is on the way and will probably be in the stores by the end of the year. System X? That's right, X—scattered newapaper reports indicate that Atari has a new game computer system nearing production that they're calling "System X." The new system will be setting some new standards for home game computers if the reports are accurate.

Of course the new Atari will have improved picture qualities. The graphics will be more detailed and the image will be sharper. But that's to be expected with the present advances in the state of the art.

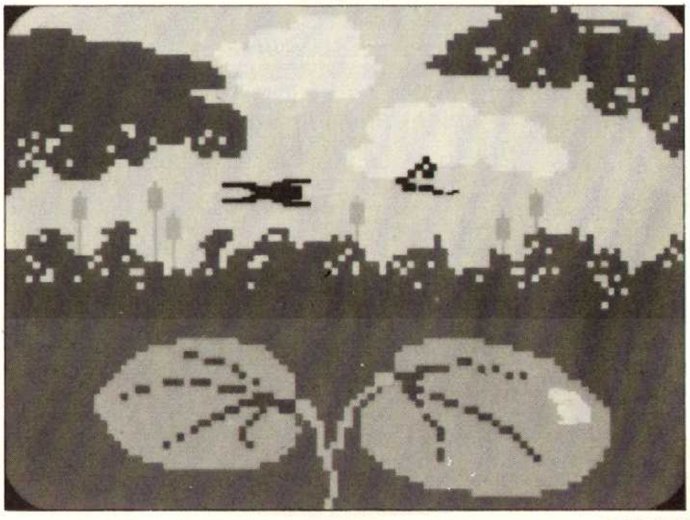
What's exciting about the new of System X is that Atari has been busy developing additional variables to make the games more exciting. The most incredible is the Universal Controller which will offer considerable advantages over the current joystick controller. The Universal Controller will be a hand-held unit somewhat like a pocket calculator, and will allow the player to give extremely accurate and detailed instructions to the game on the screen. With the new controller, the old four-direction game piece movement will be increased to eight directions, and the player will be able to regulate the speed as well as the direction of the piece.

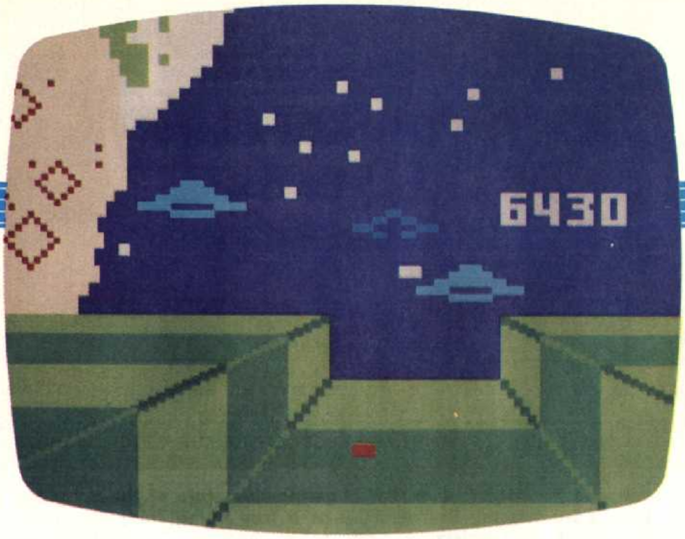
With this new controller, plus

Night Stalker

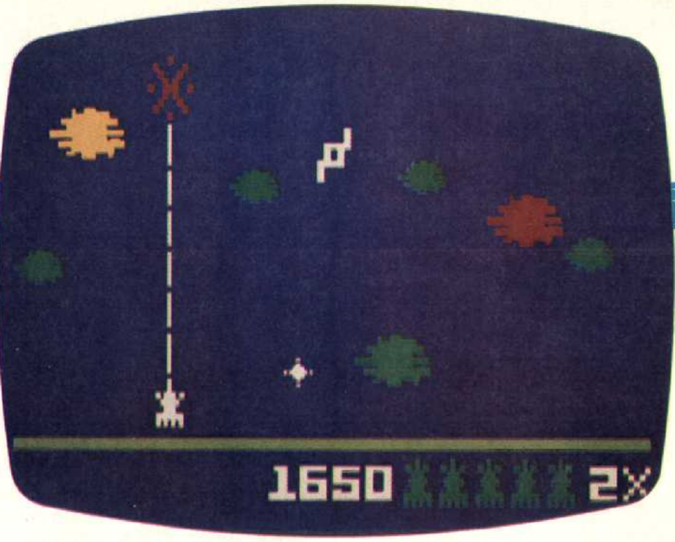


Frog Bog





ASTROSMASH: You've probably heard about Astrosmash, Intellivision's latest entry in the invaders from space theme game scene. Hot colors and plenty of screen action make this a home game to play.



STAR STRIKE: New from Intellivision is Star Strike, an outer-space adventure that will keep you on the edge of of your star command chair as you do battle in the future reaches of the galaxy.

the possibility of speech synthesized sounds as well as generally improved audio, and a hotter, more detailed picture, System X may well be the home game computer that begins to make arcade players turn their heads in the direction of home play, for it is no doubt that System X will bring home game play closer to the current level of arcade play.

Atari has created a thoroughly enjoyable home game computer with their present system. They have kept up to date with the latest in arcade favorites and created some fascinating programs of their own. With news of the System X, they are taking another step towards the goal of making their game computer the best computer possible for the cost involved.

With the new system, Atari will continue to keep a rapid pace in the release of game cartridges. Plans reported underway include the release of many new and classic space games, arcade favorites, and sports games for the system.

Intellivision's Master Component with Astrosmash cart in-place is the brainy computer that allows you to play at the Intellivision video games on your home screen.

Now that home video is firmly established (with thanks to Atari), the time has come for it to get even better; there's no question that System X will do that for it.

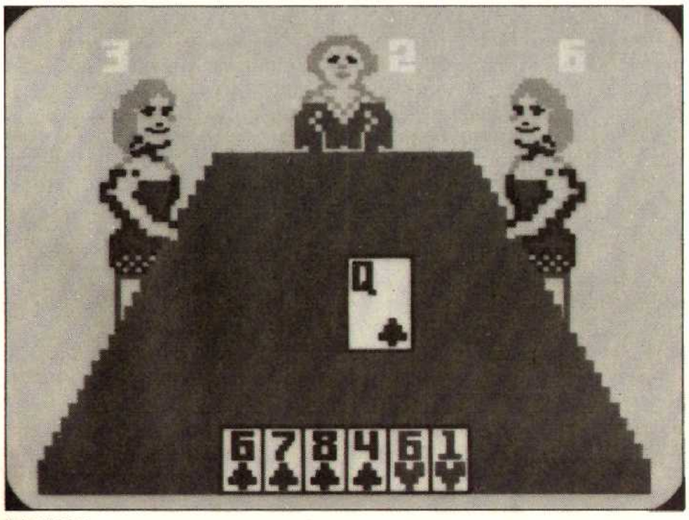
THIS DOES NOT COMPUTE...

Space pirates can get bigger and bigger computers to play more spectacular games if Atari has anything to say about it. Atari offers their *Video Computer System* with 45 Game Program cartridges at one of the lowest prices for a home game computer. As noted elsewhere they will now produce a higher priced home game computer with advanced controls as the *Atari Video System X*. The step after that is the *Atari 400* home computer, followed by the *Atari 800*.

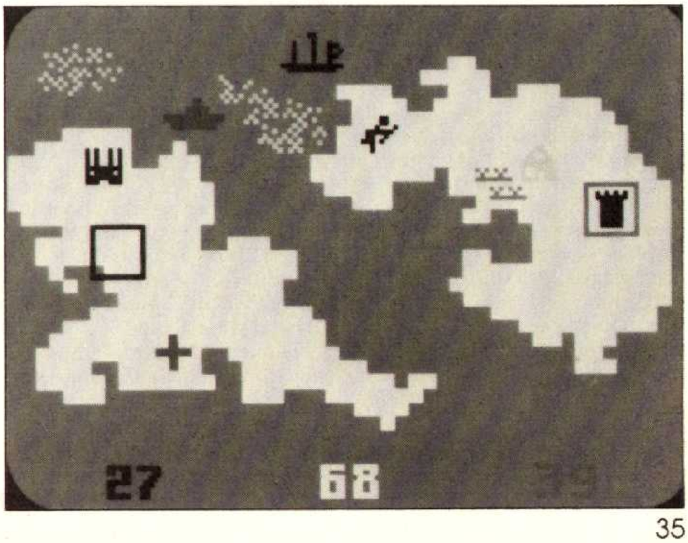
Players who have Atari's basic Video Computer System are already assured of a full catalog of catalog programming, with more carts on the way in the future.

Those players who get the Atari Video System X will have a computer with better microprocessor chips able to perform functions (like human voice synthesis) that aren't available with the VCS basic system. This means Atari can update some of their most popular games

Royal Dealer



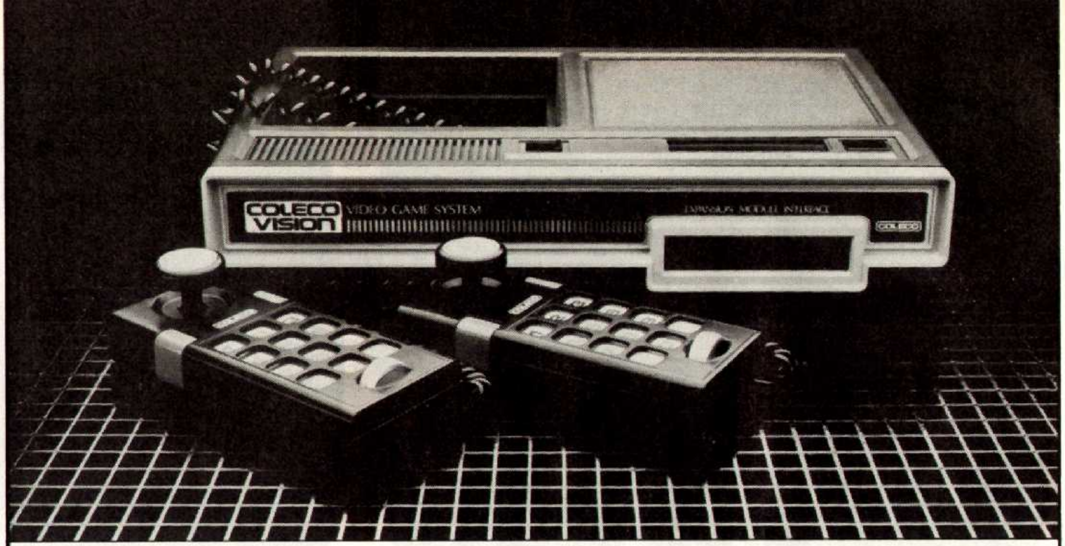
Utopia



into more complex computer programs, with the result that the games take on new dimensions. It's reported that among the first game carts for the System X will be an advanced version of Space Invaders that will have improved graphics and actual computer animation.

The Atari 400 and 800 personal computer players have new game carts and discs to look forward to, like Pac-Man, Centipede, Cavern Of Mars, and Star Raiders—the last game being described as turning a TV screen into a space ship! These kind of effects are possible because at this level you are using a powerful home computer as your game machine.

Atari is making it easy for game wizards to turn themselves into computer wizards. They've created a step-by-step process, providing an array of computer technology for the player to suit most skill levels and bank accounts.



STATE OF THE ART: It's called ColecoVision and it's described as "third generation state of the art video game." The creator, Coleco Industries, Inc., is introducing the machine as a true home computer game center. Among the machine's many innovations is what Coleco calls its "roller controller." This controller gives players the ability to change action speed during play. There is an eight direction joystick, a twelve button keyboard and two fire/action buttons. A great addition to ColecoVision is their Conversion Module #1 which Coleco says, "...allows ColecoVision owners to use the entire line of Atari Video Computer System Cartridges with the Coleco system." There is a second module, set to be released next year, that will turn the ColecoVision system into a personal computer.

INTELLIVISION: THE ALTERNATIVE

Mattel Electronics' trademarked video game system is called Intellivision. It is a system that offers some attractive options to the video game player. Most important of these is the eventual addition of a keyboard to turn the modestly priced Intellivision into a fully programmable computer.

Mattel's Intellivision appeals to the game player who knows that eye/hand games are only one facet of the vast player-computer potential.

There are many game cartridges available for Intellivison. Space game fans will enjoy *Space Battle* with its terrific graphic effects. Sports games fans hit a home run with the many game programs from Intellivision. There are *NFL Football*, *NHL Hockey*, *NBA Basketball*, *PGA Golf*, *U.S. Ski Team Skiing*, and *Major League Baseball*. The baseball game is especially fun, since it harks back to the other wonderful mechanical ball games found in arcades, mainly because of the faithfulness of its graphic display to an actual playing field. Add the computer electronics and the result will take you past the seventh inning stretch as you try to keep your no-hitter going.

Brain game fans will find games where lady luck steps in, such as *Las Vegas Roulette* or *Las Vegas Blackjack And Poker*; as well as games like *ABPA Backgammon* and *Checkers* to outwit.

Action combat fans will be interested in the two Intellivision cartridges that create battle conditions: *Tank Battle* and *Sea Battle*.

Intellivision's superior graphics really excel themselves when the Intellivision Keyboard Component is added to the system. Programs available will teach you French, keep you in shape, and help you manage your investments. There is even a *Guitar Lessons* program if you're musically inclined.

The ability to expand the Intellivision game component into a home computer system poses the problem of when a video game becomes a home computer, and reminds us that even home computers have their happy side, where they can provide more entertainment than helping you figure out which bills you can't pay.

Intellivision demonstrates the truth of this from the game computer viewpoint allowing the player to turn him or herself into a programmer, with the addition of a second component to the system.

Plans call for a lot of new action carts, such as *Night Stalker*, *Tron*, and *Space Hawks*, to be released, hopefully by the time you read this. In all, 12 new carts will be introduced for the Intellivision system—dozen more reasons to be a game player.

The new action games include *Night Stalker* where the player is caught in a maze with some mad manic robots; *Space Hawks* puts the player in his starship, trying not to use up his protective shields as he deals with the realities of space travel; and *Advanced Dungeons and Dragons* leaves you in a computer controlled labyrinth with a big dragon.

TEXAS INSTRUMENTS: STILL DEVELOPING

The Texas Instruments Home Computer, like the Apple and Radio Shack computers, is designed to be a home computer as well as a sophisticated game machine. Priced in the same category as the basic Radio Shack and Apple 400 computers, the Texas Instruments' TI-99/4A Home Computer gets you started with a keyboard and memory, but like other basic units, peripherals and accessories before the basic computer expands to its full usefulness as a home computer system. Fortunately for the games players, most of these accessories aren't needed to play the games available.

Texas Instruments has a number of games programs including *Mind Challenger*, *A-Mazing*, and *Hunt The Wumpus*. In addition, Milton Bradley has created a number of program carts for the TI computer. These include *Attack*, *Blasto*, *Hustle*, *Zero Zap*, and *Yahpzee*.

One particularly interesting accessory for the TI computer is the Solid State Speech Synthesizer. This allows the computer to talk as well as produce graphic information. The programmer will find this an exciting addition to the capabilities of the computer with a great deal of potential in creating new games.

Among the new game programs that Texas Instruments is offering are a high-speed car race game called *Car Wars* that sounds definitely out of the ordinary as far as drive-a-car games are concerned. It could lure some players into an area they haven't worked before; *Invaders Command Module* which will give plenty of home eye/hand action as you are in charge of the guns that will save the planet from an alien space invasion; *Tombstone City* takes you to a ghost town in the old west and the frightening prospect of having to protect yourself from Morgs, little green things that seem to be everywhere. A fitting theme for these Texan microchip wizards.

Since the Texas Instruments home computer system has many non-game uses as a powerful personal computer, it is good to see that the company continues to develop new game carts for use with the system.

THE BIG APPLE

The Apple Computer is a relatively expensive home computer that interfaces with numerous accessories to do just about anything you'd want a computer to do. Because it is a "real" computer, albeit a home

TURN TO PAGE 39

COMMODORE'S VIC-20: VICTORY?

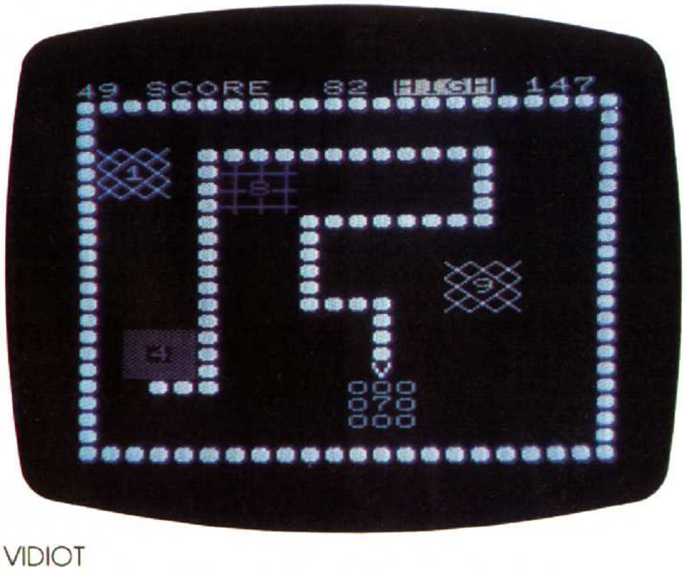
The walls of the maze seem to block you in every direction, and as you move along the maze you sense that there's something searching for you. With a good deal of skill, you should be able to blast them before they blast you. The game is called *Vic Super Alien* and it's one of the game carts available to play on Commodore's low priced VIC-20 home computer.

Like the Texas Instruments, Radio Shack, and Atari 800, the VIC-20 offers games as well as personal computer programs. Besides Super Alien, there's *Super Lander* where you pilot your landing module onto a mysterious planet, keeping your retro rockets warm in case of an emergency; *VIC Avenger* where you can practice knocking the invading aliens out of the sky; *Radar Ratrace* which is definitely a-maz-ing; *Blue Meanies From Outer Space* are both blue and mean, can you get them before they take over?; *Midnight Drive* is an action car racing game, since you press down on the accelerator to burn rubber in the middle of the night as a darkened road confronts you only illuminated by your headlights and the markers on the sides of the road; *Superslot* if you want to turn your TV into a slot-machine (game, that is); and *Slither/Superslither* which has a colorful game board and plenty of action.

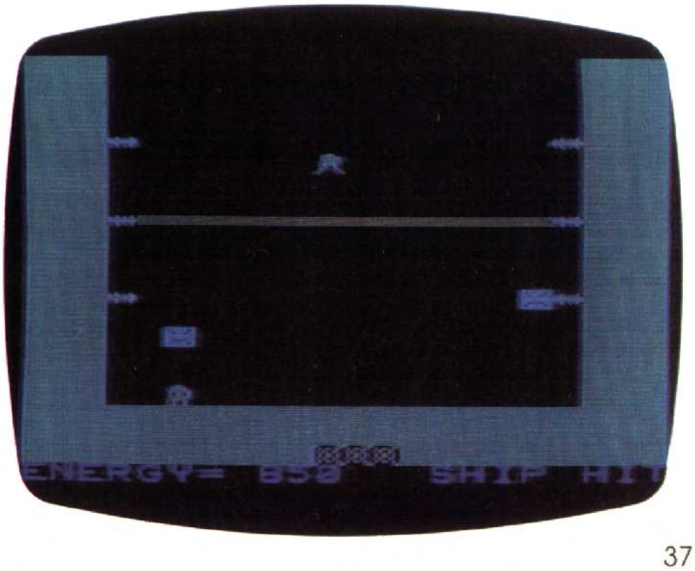
commodore VIC

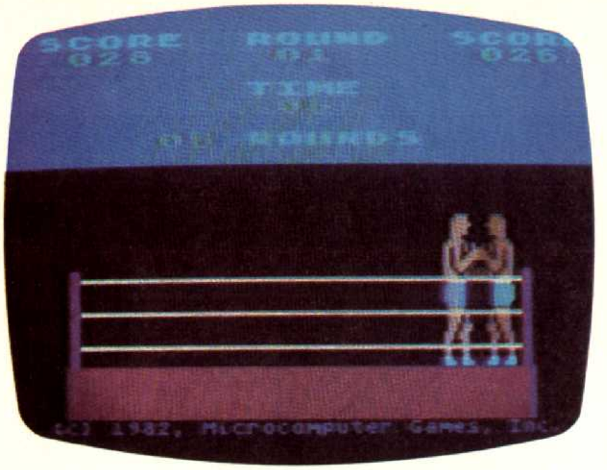
THE VIC: The Commodore VIC-20 is one of the low priced home computers that has lots of action games available to play on it as well as full computer power.

SUPERSLITHER: If you're looking for a little on-screen action, and you're a VIC-20 owner, checkout the dexterity of Super slither. Available as part of the VIC Recreation Program Pack A.

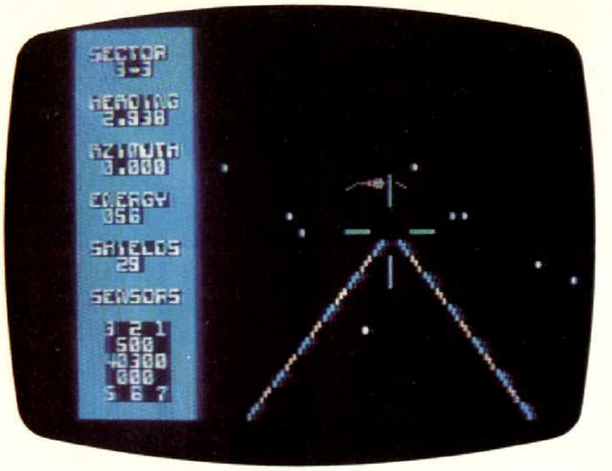


BLUE MEANIES: These Blue Meanies From Outer Space are another reason why VIC's Recreation Program Pack A is well worth the investment. (List price $59.95).

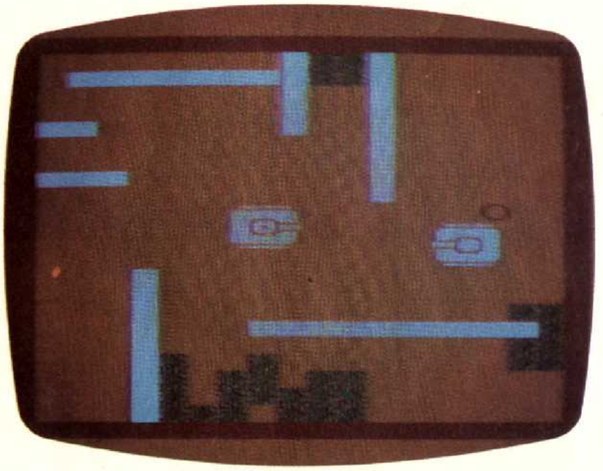




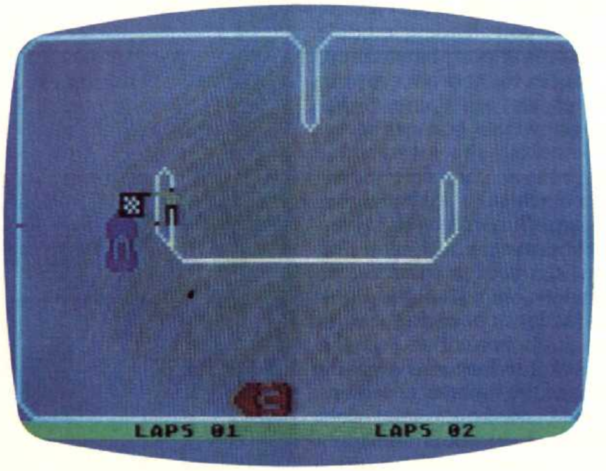
KNOCKOUT: Dual player option lets two players take sides and go fifteen rounds in this Arcade Pak game. You can also do a little sparring directly against the computer. Safer than kicking the machine.



SHOOTOUT AT THE OK GALAXY: A high power eye/hand game that puts the player in a position to blast his way out of just about any situation.



TANK ARCADE: You're faced with a slightly different battlefield every game, generated at random by the computer in living color. You play with the aid of the tank's computer, trying to blast the enemy tank in this Avalon Hill Arcade Pak.



GAME ACTION: Two old time favorites are reprogrammed for the 80's in Avalon Hills's two game Arcade Pak Roadracing/Bowling. You can bowl alone, or up to three other people can play. With Roadracer you can lap race the computer after you pick one of the three tracks during time trials. Or you can invite other players to select cars and race against you.

No matter how sophisticated your computer, you can still sit back and enjoy an interstellar shootout thanks to companies like The Avalon Hill Game Co., in Baltimore. Avalon Hill is known as a premier strategy game programmer with games like "Empire Of The Overmind" and "Voyager" among their many clever approaches to computer gamesmanship. Recently the company released a series of Arcade Pak games that break from their past traditions in providing more physical action.

CONTINUED FROM PAGE 36

computer, it has an incredible potential as a games machine. Fortunately the people at Apple are well aware of this and can knock your socks off with the kind of games the Apple will play.

Altogether over a dozen different software firms offer games programs that can be played on the Apple. This is in addition to Apple themselves who have such programs as *Apple Stellar Invaders* to whet your appetite for the unknown.

With your Apple system you have the choice of some of the most sophisticated (and incredible) games programs ever invented by the mind of man and machine. There's Automated Simulations' programs which include *Temple of Apshai* and *Hellfire Warrior*; Avalon Hill Game Co.'s *Major League Baseball*) Cavalier Computer's *Star Thief*; Muse's *Robot War* and *Three Mile Island*; On Line Systems' *Mystery House*, *Gobbler*, and *Pegasus II* and Sirius Software's *Gorgon*, *Epoch*, and *Space Eggs*. In all, there are an estimated 40 or so game programs that can be used with the Apple Computer.

Of special interest to game graphic fans is the fact that among the game programs available from On Line Systems are four that feature high resolution which will provide astounding detail on high resolution TV monitors, (such as the high resolution TV monitors with computer green screen display from NEC and Electrohome.)

Of course the Apple Computer has more practical uses than game play, and there are all sorts of programs for business and home-organization applications. So if you're more interested in checking your inventory than repelling space invaders, the Apple is just as valuable.

As a real home computer, the Apple points up the incredible potential of games with in-depth programs. The results are some of the most devious, clever, entertaining, amusing, and astounding game programs yet written. While some may be a little subtle for eye/hand hot shots, others can create multidimension graphics that you just won't find in current arcade games.

The Apple Computer is a relatively expensive "real" computer with an enormous potential as a game machine. In addition to Apple's own game programs, there are over a dozen video firms offering game programs for the unit, including some of the most sophisticated ones ever invented. In all, there are an estimated 40 or more gcme programs that can be used on the Apple Computer. In addition, the computer has many uses besides game play, making it an extremely valuable computer unit. As a "real" home computer, the Apple points up the incredible potential of games with in-depth programs.

SPACE SPARTANS
INTELLIVOICE
VOICE SYNTHESIS MODULE

GAMES TALK BACK

"...this is your crew speaking, sir, and while we'd follow you through hell and high water, sir, we'd recommend you activate the star shield as those are alien attack ships on our port side, sir..."

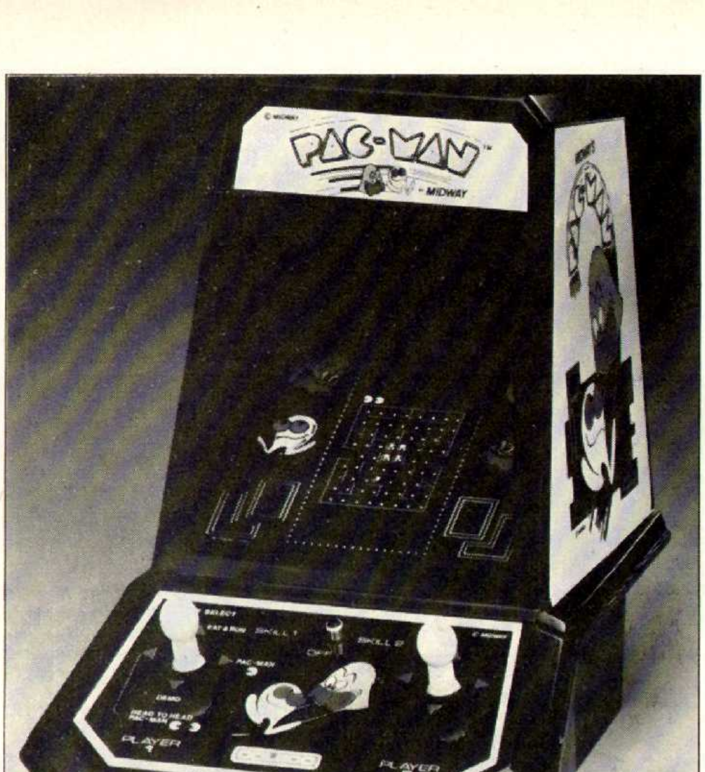
An imaginary conversation with your computer? Your computer talks back? All possible, since voice synthesizer electronics have been available for some time.

Until very recently, game programmers haven't spent as much time as they might on the audio portion of the program. Some, perhaps rightly, consider the audio as secondary; others have limited memory and don't want to waste program space on sound when that same space might be used to improve picture resolution or game strategy.

But for Intellivision users, all that has changed. Mattel Electronics has a new Intellivoice Voice Synthesizer. This module is plugged into the Intellivision Master Component to give the computer the power of speech.

What's exciting about this are the new special carts that will be introduced to take advantage of the speech synthesizer. So far, it's reported that *Space Spartans*, *Bomber Squad*, and *B-17 Bombers* are to be offered. All these programs will talk in realistic computer male and female tones.

And, if you're lucky they'll warn you of the danger lurking inside the next black hole.



PAC TO GO: Coleco offers its version of Midway's Pac-Man arcade hit, with some subtle innovations created especially for this table-top version of the game. These variations on Pac-Man include Coleco's two players to have their own Pac-Man and compete against each other. The unit has a built in computer to keep score as well. The other game is Eat & Run, which Coleco says goes like this: "...one player directs a single Pac-man who must run out in the maze, avoid monsters and try to collect anywhere from one to four of the precious power capsules. But that's not all...Pac-man must return with the capsules to home base. And that's not easy! Home base has a gate that opens and closes at random. Pac-Man must get inside with the capsules before the monster catches him."

VERSATILE COLECO

Coleco Industries is known as one of the largest manufacturers of self-contained electronics games, but they've put another feather in their cap with the introduction of a line of video cartridges they've developed. These carts are for use with the Atari Video Computer System and the Mattel Electronics' Intellivision.

In all Coleco will produce nine game carts for the Atari and eleven carts for Intellivision. Coleco says the carts "exhibit superior graphic resolution, realistic game sound effects and totally authentic arcade game action."

The selection of games from Coleco is a true gallery of arcade favorites. Among them are:

Donkey Kong: Nintendo's trademarked Donkey Kong features the climbing of a steel fortress while dodging objects hurled from the top of the building. Plenty of action here.

Venture: Get through the chambers to the room with the treasure, easy if you can avoid the beast that protects the treasure. Exidy's trademarked Venture game rewards the player for both skill and daring.

Cosmic Avenger: Your starship has hit alien territory and you must engage in an air and sea battle over the ocean and enemy city. Firing as you go, you'll be a fleet commander after a few plays of Universal's Cosmic Avenger.

Mouse Trap & Lady Bug: Universal's trademarked Lady Bug and Exidy's Mouse Trap are both maze-oriented adventures. Mouse Trap has the play mouse eating bits of cheese as the hungry cat chases him through a maze of hallways. Look for the secret tunnel. Lady Bug eats dots as she goes through the maze, but she's got to be careful, some of the dots are poisonous and there are also evil bugs lurking in the maze.

Zaxxon: Sega/Gremlin's trademarked space battle game pits the player against enemy forcefields and provides a lot of starship action play.

Turbo & Rip Cord: (Sega/Gremlin, Exidy trademark respectively) are two other action games. Turbo is a race car game with a drive through city streets, through tunnels and over bridges onto winding country roads. Rip Cord lets you parachute out of a plane and try to land in the safety zone as you float through a sky filled with helicopter gunships.

COLECOVISION DOES IT!

ColecoVision entered the market with a great list of game carts available to those who choose this game computer system. Among the two dozen games originally offered are a number of action-packed arcade games translated to the home game system, as well as a number of sports and strategy games.

Included in the arcade game area are carts for Nintendo's Donkey Kong (this is included when you buy the ColecoVision system); Sega/Gremlin's Space Fury, Turbo, Zaxxon, Carnival,and 005 games; Universal's Cosmic Avenger and Lady Bug; Exidy's Venture, Spectar, Rip Cord, Side Trak, and Mouse Trap.

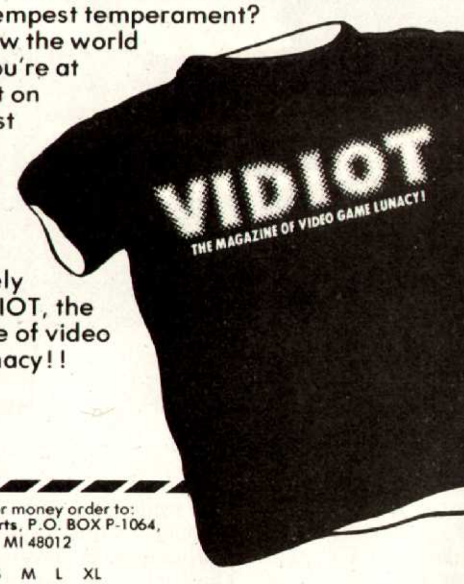
If you're into sports games, Coleco offers cart versions of their well known Head To Head Football and Head to Head Baseball, plus a Skiing game.

Matching with with the computer is also possible with a ColecoVision game cart of Fidelity's Chess Challenger as well as a cart of Dimensional Puzels. Lady Luck takes a hand with Fidelity's Horse Racing and Las Vegas carts. Educational and fantasy game carts are also available for the ColecoVision system.

RADIO SHACK UP...

Radio Shack's TRS-80 Color Computer has all the capabilities of a sophisticated home computer system. But it has fantastic game potential as well, and the company hasn't overlooked this. In fact they have a large selection of game programs available for TRS-80 players.

Quasar Commander (26-


VIDIOT
THE MAGAZINE OF VIDEO GAME LUNACY!

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PAC-MAN DAY MADE OFFICIAL

No, it isn't an official national holiday yet. Schools are still open, the mail is delivered…but Pac-Man Day is still a new tradition in special events.

A full page ad in The New York *Times* announced Pac-Man Day on April 3, 1982. The first annual Pac day, we presume.

Atari chose to announce Pac-Man Day in conjunction with the introduction of the Atari Pac-Man video game cartridge for use with the Atari video computer. Under a picture of Pac, the headline ran "Word Of Mouth Travels Fast. Today Is Atari National Pac-Man Day."

The announcement went on to alert the public that the Atari Pac-Man cartridge was available wherever video game cartridges are sold (going currently for $29.95 at my local game cart vendor) and that everyone was invited to come to meet Pac-Man in person at three different New York area locations.

We have no eyewitness account of just what form the "in-person" Pac-Man took, but come next Pac-Man Day we may just saunter out to our local shopping center and ask Pac for his autograph.

Look familiar? That's right, it's Pac-Man and his friendly enemy, whom Atari informs us is named Blinkey. They left their machines, grew legs and sneakers, and went for a walk to let folks know that when it's spring Pac-Man Day is on the way.

3051) presents full color action as you command your starship to destroy alien ships. If you want, you can set the auto-pilot and the onboard computer will fight the enemy for you.

Dino Wars (26-3057) will please Space Invaders fans. Besides eliminating alien invaders, you'll be aided by other defenders for one last stand against the aliens.

Other arcade type action games include *Project Nebula* (26-3063) and *Polaris* (26-3065), both of which let the player test his eye/hand coordination against the dangers of the enemy.

More conventional games fans will find a number of programs, including *Pinball* (26-3052), *Chess* (26-3050) and *Backgammon* (26-3059) all with brilliant color graphics.

3-D players will be challenged by *Color Cubes* (26-3075) which Radio Shack describes as letting you play "…that maddening cube puzzle on your computer." The game program gives you 255 moves in its memory storage and the computer will retrace your moves as you try to figure out how you got there.

In more computer oriented programs, the company offers a number of interesting program packs. There's *Art Gallery* (26-3061) that lets you draw and store art on your TV screen and you hear the tones; and the *Audio Spectrum Analyzer* (26-3156), which despite its tech title allows your computer to generate color visuals from your hi-fi system.

THE DAY THE GORFS ATTACKED

Watch out! Those nasty Gorfian robots are planning to invade the planet and take out all the Gorf machines. And only *you* have the computer wizardry (and firepower) to do something about it. Surely you can keep the planet safe from the evils of the Gorfian robot empire!

For the last couple of years, Midway's Gorf has offered all the elements of a good space age battle. There are laser attacks, Galaxions to worry about, plenty of space warp, a flagship to leat the fleet, and those bad, bad robots. You must plan out the counter invasion and strike back at the Gorfian empire.

ASTROSMASH: THE BIG MONEY

Deal with space age dangers as you play Astrosmash, the new action game from Intellivision Astrosmash competition, and you might wind up among the finalists for the show down in Houston, Texas this August, with a chance to win total prizes of $100,000.

Mattel Electronics has taken full page ads in national magazines to promote Astrosmash. They will send a free cartridge to anyone who buys the Intellivision Master Component computer game system. All you have to do is buy it in the specially marked box.

The Astrosmash Shootoff will accept entries from any Astrosmash players who think they're good enough to go for the big prize money.

PARKER BROTHERS: NO MONOPOLY?

The Empire Strikes Back will be available as a computer game for use with Atari and Sears Video Arcade systems. It's also one of the first two programs (the other is Frogger) introduced by Parker Brothers as they enter the video cart retail market.

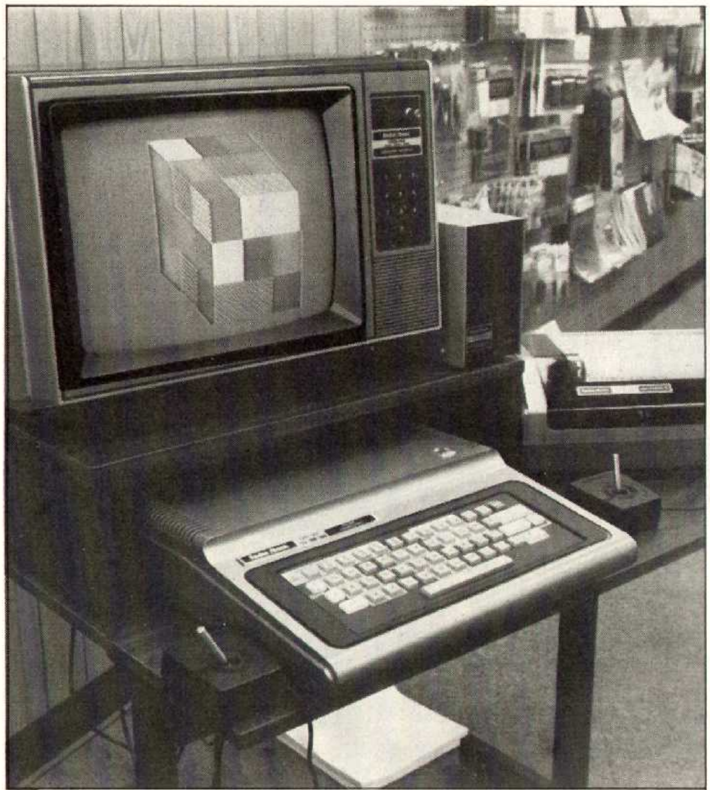
The company plans to create various video programs in the immediate future. Cart games based on James Bond, *Jaws*, and Spider-Man are said to be in the works.

If you were addicted to *The Empire Strikes Back* (the movie), you'll be pleased to play the game. You can soar into battle along with everyone else now, and actually participate in the strike back, your finger on the firing button.

HOW MANY OF THE ALL-TIME GREATS HAVE YOU PLAYED?

☐ 1. PAC-MAN
☐ 2. SPACE INVADERS
☐ 3. ASTEROIDS
☐ 4. DEFENDER
☐ 5. FROGGER
☐ 6. CENTIPEDE
☐ 7. GALAXIANS
☐ 8. PONG
☐ 9. BREAKOUT
☐ 10. BERSERK
☐ 11. DONKEY KONG
☐ 12. RIP-CORD

Scoring: 10—Combat Veteran; 8-9 Experienced Player; 5-7 Not An Arcade Regular; 2-4 Must Have A Friend Who Is A Player; 0-1 From Another Planet.



CHICKEN SHACK? No, it's Radio Shack, who offer this TRS-80 Color Computer, featuring all the uses of a home computer system, as well as computer game fun! You can play arcade type games like Dino Wars, Quasar Commander, or Project Nebula, or brush up your skills in more traditional games like Chess, Backgammon or Pinball. The most exciting game may be the one pictured, Color Cubes, which lets you play "that maddening cube puzzle" on your handy computer.

HOME GAMES: FIVE QUESTIONS

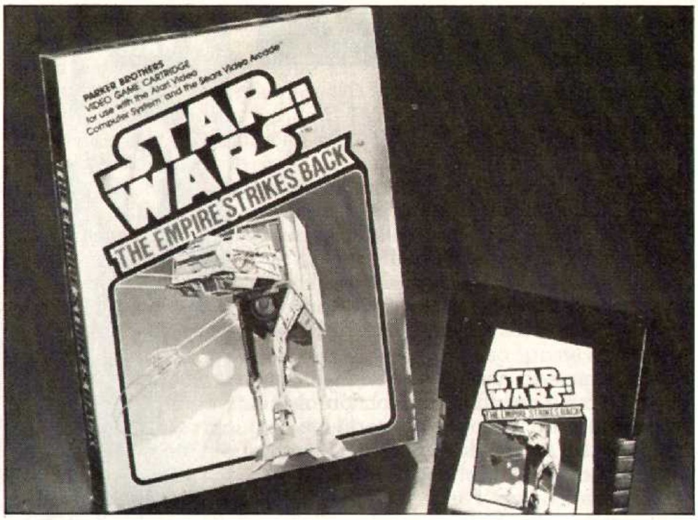
1. How much will it cost to buy a game computer so I can play home games?
A: You can buy a game computer for 560 quarters. Home game computers are sold by discount electronics firms in most large cities, so you'll pay from $139 to about $350 for a home game computer system, the price rising as you get into game computers tha are also low-end personal computers.

2. Can I use a large screen TV as a game board?
A: You certainly can, and while the imagery won't be quite as intense, some games are a lot more fun on a projection TV screen.

3. Can I adjust the sound effects on a home game?
A: Unlike arcade games with their built-in speakers, computer game sounds come through the TV's audio speaker. So you can turn it down completely (great for those late night showdowns) or, if the TV has an audio output, listen to it on headphones or pumped through your stereo system.

4. Are the game carts expensive?
A: Game carts aren't as cheap as records or an afternoon at the movies, but considering they offer unlimited play once you own them, they're probably cheaper than hanging out at an arcade all day.

5. Should I wait for the next generation of home computers before I buy one?
A: Depends on what computer you plan to buy. If it's a personal home computer like a Radio-Shack TRS-80 or an Apple II, there's no reason not to get them now. But if you're interested in the latest home game systems, watch for the introduction of new video centers from Atari and Coleco soon after you read this magazine.



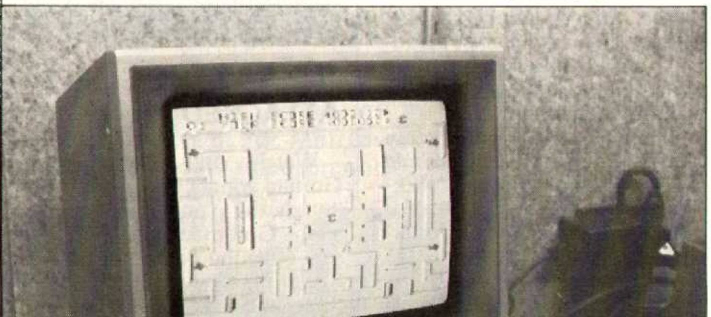
Parker Brothers—manufacturers of Monopoly—have entered the video game biz with *Star Wars*, based as-if-you-didn't-know it on the famous film.

FROM BALLY TO ASTROVISION

All sorts of action is at your fingertips with the various game carts available from Astrovision. Formerly the Bally Professional Arcade, the Astrovision Astro Arcade will release a large number of new game carts this year to keep you entertained with your home Astrovision game computer.

Maze fans can take a break from Pac-Man and try *Munchie* (you'll never guess what Munchie does), all you mystic players can load your game computers with the *Wizard* program which is based on the arcade *Wizard Of Wor*. Space pirates will have a good selection of new carts, among them *Solar Conqueror*, *Cosmic Raiders*, *Space Fortress*, and *Quest For The Orb*.

A different type of entertainment if offered with Pirate's Chase and Coloring Book. The Coloring Book comes with a Light Pen, allowing the user to have real two way participation with the computer graphic.



Texas Instruments' TI-99/41 Home Computer is a superb home computer offering several sophisticated games that rival today's best. Retailing approximately for the cost of the standard Radio Shack or Apple 400 home computer models, the TI can be modified with further accessories such as the Solid State Speech Synthesizer—which actually allows the machine itself to talk! Possible games include Mind Challenger, A-Mazing, Hunt The Wumpus and Milton Bradley's Attack, Zero Zap and several others.

COMPUTE YOUR GAME POTENTIALS

Yes ____ No ____ I am interested in only playing games that have characters I can relate to and plenty of surprise action.

Yes ____ No ____ I enjoy the competition in sports games because I relate to the challenge.

Yes ____ No ____ Road racing games are best because of the dangerous thrills.

Yes ____ No ____ Most games aren't complicated enough. After a while they get boring.

My favorite game is controlled by ☐a. joystick only; ☐b. joystick and firing button; ☐c. firing button only.
I'd rather be stranded on a desert island with ☐a. Space Invaders; ☐b. Pac-Man; ☐c. Frogger; ☐d. Challenger Chess.
I play computer games on the average ☐a. every day; ☐b. most days; ☐c. at least once a week.

List the following in order of preference.

XA: Listening to records	#1. ____
XB: Watching television	#2. ____
XC: Playing computer games	#3. ____
XD: Going to see movies	#4. ____
XE: Watching sports in person or on TV	#5. ____
XF: Playing at the arcade	#6. ____
XG: Sleeping	#7. ____

Choose the statement that you most agree with:

☐ a. Space Invaders is great because of the constant threat of enemy attack.
☐ b. Space Invaders' rocket launch system for defense is its best feature.
☐ c. The ability to dodge enemy attack is an important Space Invaders feature.

Did you ☐ a. like Pac-Man the first time you played it?; ☐ b. not like it the first time but got to like it after a few plays?; ☐ c. not find it as interesting as other games you were already playing when it was introduced?

Yes ____ No ____ Do you spend less now per hour of playing than you did when you started?

Yes ____ No ____ Do you think most arcade games are superior to most home computer games?

Yes ____ No ____ Are you willing to wait to get a turn on a certain game rather than immediately play another game that isn't in use?

☆ ☆ ☆

HOW TO COMPUTE YOUR SCORE

7 Yes—10 points
6 Yes—9 points
5 Yes—8 points
4 Yes—7 points
3 Yes—6 points
2 Yes—5 points
1 Yes—4 points
0 Yes—0 points

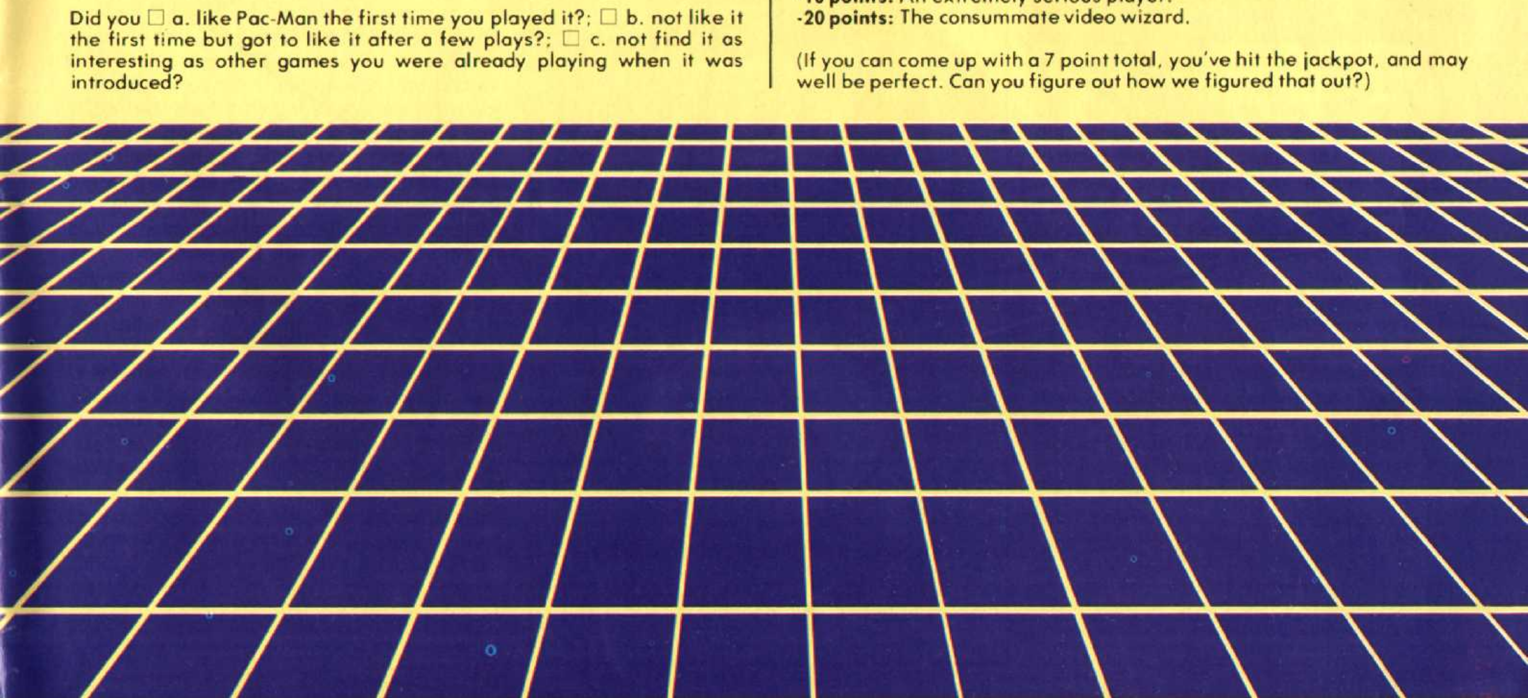
7a.—10 points
7b.—0 points
7c.—10 points
7d.—20 points

#1. XA—10 points
#1. XB—10 points
#1. XC—0 points
#1. XE—10 points
#1. XG—10 points

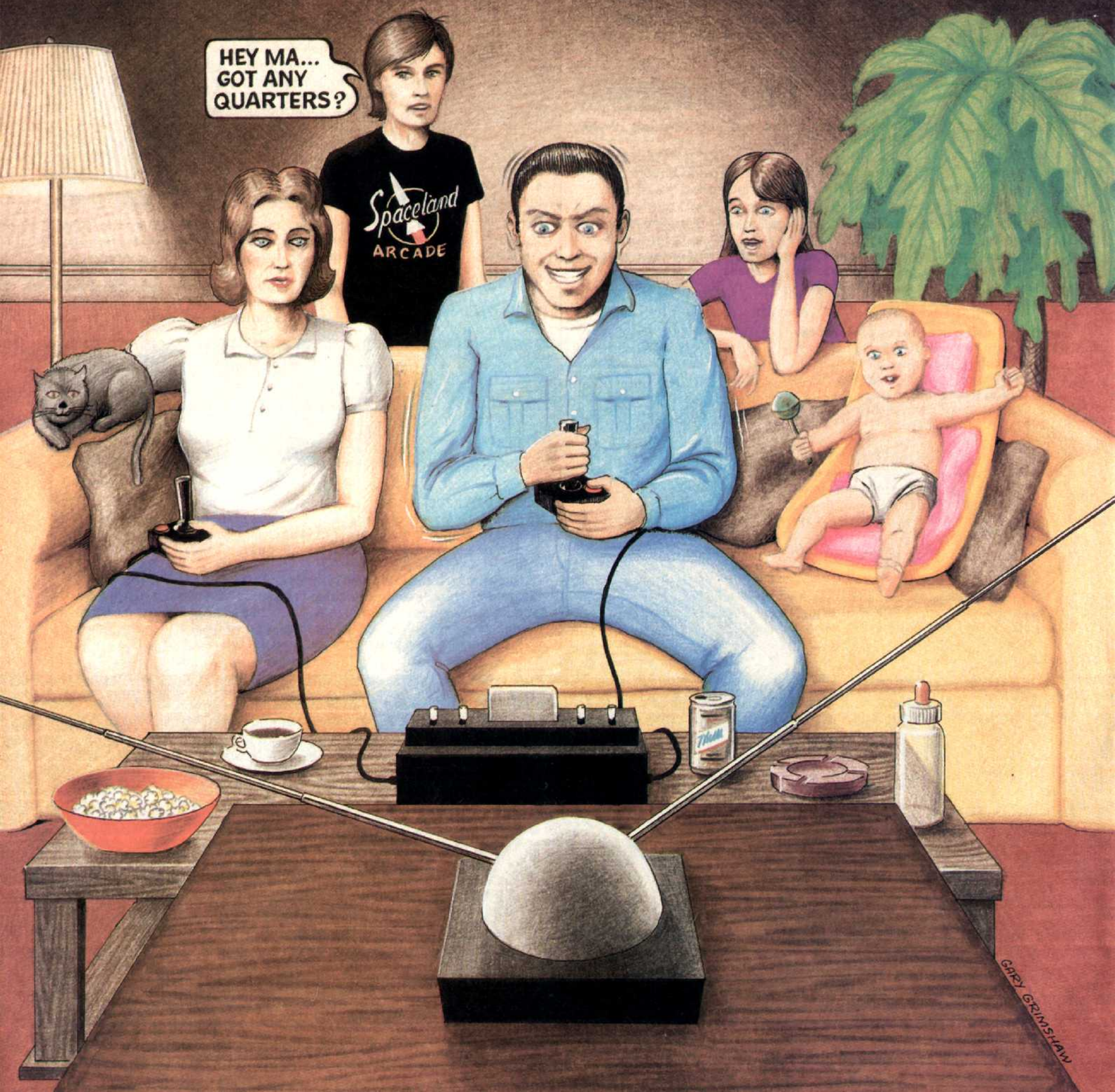
SCORE INTERPRETATION

40 points: Not generally interested in current hit arcade games.
30 points: Not actively interested in spending any real time playing.
20 points: Enjoy playing certain arcade games.
0 points: A serious player.
-10 points: An extremely serious player.
-20 points: The consummate video wizard.

(If you can come up with a 7 point total, you've hit the jackpot, and may well be perfect. Can you figure out how we figured that out?)

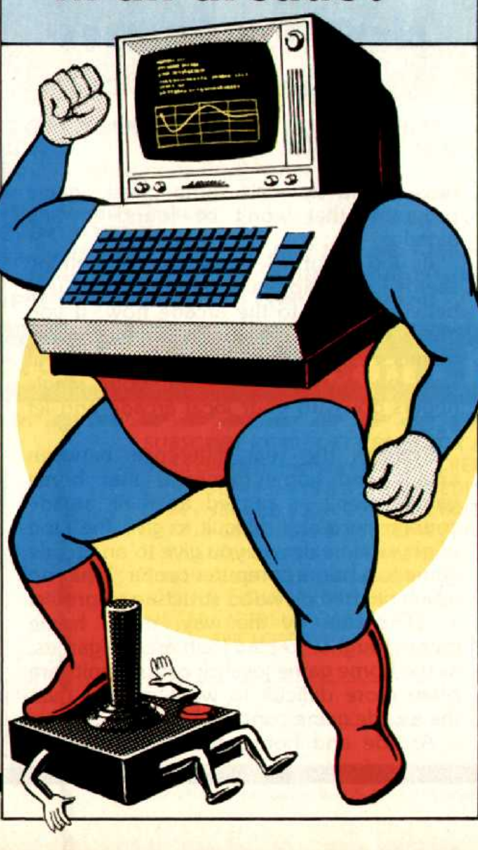


THE ARCADE GOES HOME:


HEY MA...
GOT ANY
QUARTERS?
Spaceland
ARCADE
GARY GRIMSHAW

Many Players Are At Home In The Arcades, But Will The Arcades Ever Be At Home At Home?

> **"There are many computer games that are tougher than anything you'll ever play in an arcade."**



Arcade game players are loyal to their machines, their scene, their big scores. Often they will tell you that the home game versions of the games they play just don't match up to the thrills of the arcade version. These players see the arcades as the big leagues, where the big games are played...everything else is bush league.

They're right in that some home games are simplified versions of arcade games, and as such don't hold that much appeal to the veteran arcade player.

But they're wrong in thinking that a game in an arcade is the toughest challenge of all. There are many computer games that are tougher than anything you'll ever play in an arcade.

Part of this misunderstanding by arcade players of the home games comes from not knowing enough about the computers that run their games. The more powerful the computer, the more powerful the game program that can be written for it. And many home computers that play games are more powerful than the computers in the arcade games.

If you're a player whose desire is to play the ultimate in computer games, then you've got to understand a little about the machines they play on. Most arcade players think of home games as centered around a home game computer system such as the Atari or Intellivision. But this isn't a completely accurate view. For most of the personal home computers, including those from Radio Shack, Texas Instruments, Commodore VIC, Atari, and Sinclair have the potential to play computer games. In fact, most personal computer manufacturers have a line of games of their own.

The cost of these small computers is in the same general price range as the home game computer systems. Its more a question of what you want the computer to do than the price difference.

Frankly, we see the personal computer as the better buy in the long run—especially for those who are sincerely interested in the how's and why's of gamesmanship. Those players you are looking for straight forward eye/hand action will be much happier with the game systems.

The ultimate vista that the small computer offers the player is the chance to write his own games, to become master of all games by mastering the computer. To do this, you have to stop talking to the computer with a joystick and start telling it exactly what you want to do with a keyboard. This is by no means the most complicated thing, since these small home computers are designed and programmed to be understood and used by low-tech individuals.

The VIC-20, for example, comes with a simple manual that tells you how to create basic computer colors, graphics, even crude animation, without having to do anything but press a few keys. Their basic computer guide also includes two full-blown games, *Rem Tank-V-Ufo* and *Killer Coment* by Duane Later, that you can type into the computer to see how it's done and then play it.

Every player has his or her favorite mode of play. Some will stick to the arcades and the latest games. Others will

Illustrations by Gary Grimshaw

realize that home games have advantages, and can be great. Still others will move through games to computer programming and control, and, with any luck, will wind up playing the games of the future.

Arcade Away From Home

Recent developments in home game computers may suggest that the home games are just like their bigger brothers and sisters in the arcade. Game time at both arcade and home disproves this...

First you have to realize that this is an arcade, a place to have fun and play the game. Arcades are like spontaneous combustion, players and games glowing at each other. In that glow is a mystical intensity that you can feel from the time the first player hits the first game of the day to much later, when the games are shut down for the night.

The arcade is fun, festive, a place where you are must definitely going to hang out if you plan to get any serious work done. And with that come the other players who share your enthusiasm, skill, and luck.

The elements of home play are much different, with the game set to play on the television set in one family room or another. Not that there is any less fascination on the part of the player. After all, the game is at the player's total control (no quarters needed), which can result in some fairly intense hours spent on the game.

While home and arcade play are different, the biggest difference is in the programs themselves. Most home game action carts are based on or reproduce the most successful games in the arcades. But the programs for the arcade and home games are not always exactly the same. So while the game may have the same name, there are differences in play that tend to give the edge to the arcade version.

Nothing wrong with that. The arcade game is where the action starts. It presents itself as only one game, to be won or lost through skill and cunning. The home game reproduction may include a dozen or two variations of the game, programmed skill levels that start the game out simply enough so that young children can play, and heightened intensity levels for the most skilled. But the home game cart can sometimes miss the essential magic of the arcade original. Or if it captures the personality of the original, it may fall down in translating color and shading.

The manufacturers aren't trying to fool you, by the way. They know that their program product isn't identical to the arcade games. They create programming based on the most popular plots and themes of current hot arcade games, but they're also in the business of vending a wide range of game carts, from spots to computer training to classic games of chance to hot contemporary action.

Because they are diverse in their game software, the home game manufacturers have come up with some classic game programs that won't be found in any arcades.

"Arcades are like spontaneous combustion, players and games glowing at each other."

If you want to be where everything seems to be happening at once, then you better get back to the arcade now. If you enjoy the challenges of home computer games, relax and have a good time, but at least once you should take your magic fingers down to your local arcade and let loose.

Perhaps the real difference between arcade and home games is that home games aren't as rugged as their arcade counter parts. It's difficult to give the kind of physical treatment you give to an arcade game to a home computer center. It has no tough painted plywood structure to protect it. (This can, by the way, make home games tougher to play than arcade games, as the home game joystick control units are often more difficult to work exactly than the arcade game controls.)

Arcade and home games have something to be said for themselves, each positive in its own way. What they really share in common, despite their programming differences, is that they each have the capacity to totally engage and intrigue the player from the very first moment.

Space Rules: Compute Your Own Games

For about $150 you can get a computer (such as the Sinclair), hook it to your TV set, and begin work on your own game programs. The home computer goes hand-in-hand with the video game, not just because some home computer play games and some video games offer home computer options, but because the computer is what is used to both create and play the computer game.

Writing a game program, especially of the intensity of Pac-Man or Centipede, requires more than a $150 computer and a basic language handbook. But the home computer is where you learn to talk to the computer, to speak and think in the language that computer understands, and to ultimately command the computer to do exactly what you've decided it should do in any given circumstance.

There is a big difference between playing computers and talking to them. Every second all over the world there are people using computers in the play mode. They're dialing phone numbers, checking bank balances, balancing their books, making airline reservations, and a hundred thousand other things from innocent to deadly—all on computer play. But most of these people have never actually talked to the computer and never will. They want to buy programs and play them, they have no interest or talent for writing the commands they obey.

If you want to make the transition from player to programmer, you have to get a computer and learn to tell it what to do. In this issue, some of the less expensive

TURN TO PAGE 50

"If you want to make the transition from player to programmer, you have to get a computer and learn to tell it what to do."

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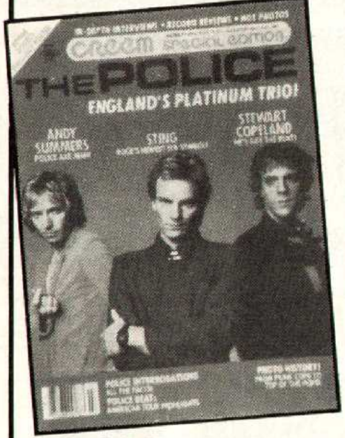

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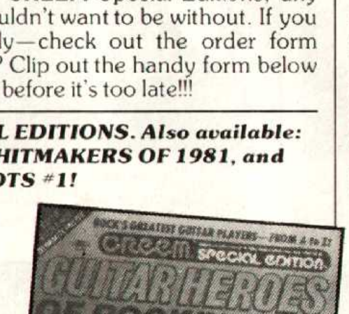

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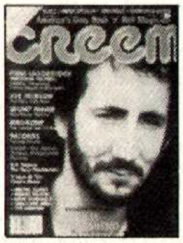

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IS HEAVY METAL DEAD

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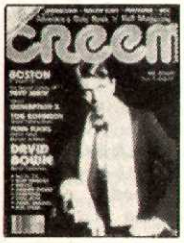

SEP 78(124)
Bowie, Boston, Patti Smith, Tom Robinson, Stones, Foreigner, Kiss, Dylan, Beatles, & more!

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Bob Seger, McCartney, Bootsy, David Johansen, Tom Petty, Ian Dury, Barry Manilow, Rundgren, Cheap Trick, Kinks & more!

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Ted Nugent, Steve Miller, Heart, Fleetwood Mac, Small Faces, Iggy James Brown, ZZ Top, Jeff Beck, *Star Wars*, Frampton & more!

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Reader's Poll, Starship, Ron Wood, Patti Smith, Eagles, Earth, Wind & Fire, McCartney, Queen, Graham Parker & more!

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Aerosmith, BOC, Ramones, Kiss, Ronstadt, Lou Reed, Beatles, Nugent, Hall & Oates & more!

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Sex & Rock Art, Clapton, the Who, Saturday Night Live, Runaways, Kiss, Grand Funk, Yes, Flo & Eddie & more!

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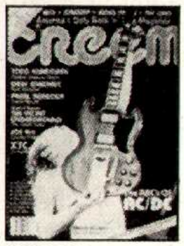

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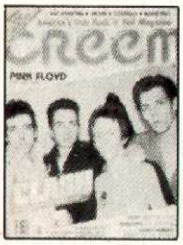
Reader's Poll, Talking Heads, Jim Carroll, the Jam, Nina Hagen, Iggy, Bus Boys & more!

FEB 81(153)
Rockpile, Kiss without Makeup, Joan Jett, the Stranglers, Neil Young, Jim Carroll & more!



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Cheap Trick, the Clash, the Kinks, B-52's, the Records, Mitch Ryder, Zeppelin, Dylan & more!

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Reader's Poll, Rory Gallagher, Lou Reed, Devo, Heart, Talking Heads, Peter Tosh, William Burroughs & more!

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Jagger, BOC, Commodores, Steve Martin, Lynyrd Skynyrd, More Punk, Iggy, BOC, Ramones & more!

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CONTINUED FROM PAGE 46

computers are examined, and their potentials described.

On the high cost end, a keyboard, two disc drives, and a hard copy printer are all desirable parts of a useful computer system. But this is $1500 to $3000 in hardware investment. On the lower end, there are computers from Sinclair, Radio Shack, and others that will give you complete hands-on keyboard experience in computer programming for $150 to $300. Less if you want to build the computer yourself from a kit. (Unless you are driven to do so, don't do this, because the physical construction of the computer is an art in itself and without a certain talent in electronic wiring, building your own computer is not the same as a five-pieces-of-wood and a dozen nails do-it-yourself bird house.)

Don't, however, let people who don't know anything about it scare you off by telling you that writing computer programs is too hard. It's not at all difficult. What is a tough act is writing really brilliant, useful, bug-free programs. But that's the same as playing the guitar and writing hit songs or owning a movie camera and winning an Oscar.

These days a basic computer with keyboard and memory costs about the same as a cheap guitar or a cheap movie camera (and a good deal less than any video equipment you might want to get your hands on). So if you can find some way to finance your first keyboard, the rest is up to you.

Instruction Manual

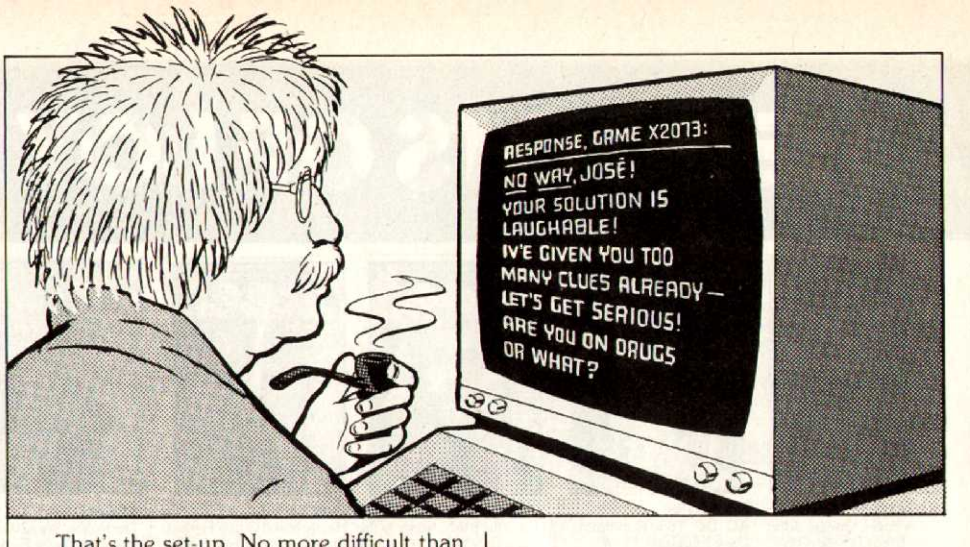
It is an extremely simple process to interconnect a home video game system to your TV set. Don't let all the cables with their implied technology fool you—there are only three basic elements which have to be put together before you can get down to some serious playing.

First there's the computer module, the heart of the game system which has the on-off, power, game select, and game re-set controls. The computer module is where the particular game cartridge is plugged in. In addition, the controllers for play and the cable TV set must find their way to the computer module.

Depending on the power supply set-up, the computer module or a DC transformer is plugged into the AC line, and into the module to supply power to the module.

Then the control stations are plugged by their cables into the module. The controllers can be of various configurations, including dial, switch, pushbutton, and joystick controllers and combinations of these controls.

Now the TV generated by the computer module is run along another cable to the TV antenna inputs of the TV set. This is an rf signal, often on either channel 2 or 3, and the TV set must be tuned to that channel to receive the audio and video computer noises produced by the computer.


RESPONSE, GAME X2073:
NO WAY, JOSÉ!
YOUR SOLUTION IS
LAUGHABLE!
IV'E GIVEN YOU TOO
MANY CLUES ALREADY—
LET'S GET SERIOUS!
ARE YOU ON DRUGS
OR WHAT?

That's the set-up. No more difficult than connecting up a stereo system or a video cassette recorder.

Once the system is in place, the particular video cartridge you want to play is put into the tape head slot in the module, in much the same way an audio cassette or eight-track are inserted into a tape recorder.

With the cart in place, the game begins. The screen will flash with the first game of the series on the cart. You can then review all the game variations available to you, and with the game select and game re-set switches on the module, select the particular game you want to play.

The Games To Beat: Computer Fear & The Serious Stuff

Computer games and arcade machines are nowhere near as challenging as the ultimate computer games—those that are written as programs for play on the more sophisticated home computers.

The technical stuff is that the computer games and arcade machines aren't equipped with the kind of memory capacity and storage that a real home computer has with its 48K RAM memory and one or two disc drives. Because the games are limited in their computer capacity, they cannot ultimately achieve the complications and complexities that are possible with the home computer.

This includes both program strategy and detail of graphic display—for both of these important game elements are directly related to the computer's capacity. A single chip in the original Pong game produced a simplistic display and limited action; the computer memory of a Pac-Man game challenges you to beat a million as you observe the colorful subtleties of the TV art. The expensive home computer can step beyond even this; with the proper programs the graphics take on a dimensional quality with genuine detail, and the game plan steps beyond the boundaries of eye/hand coordination.

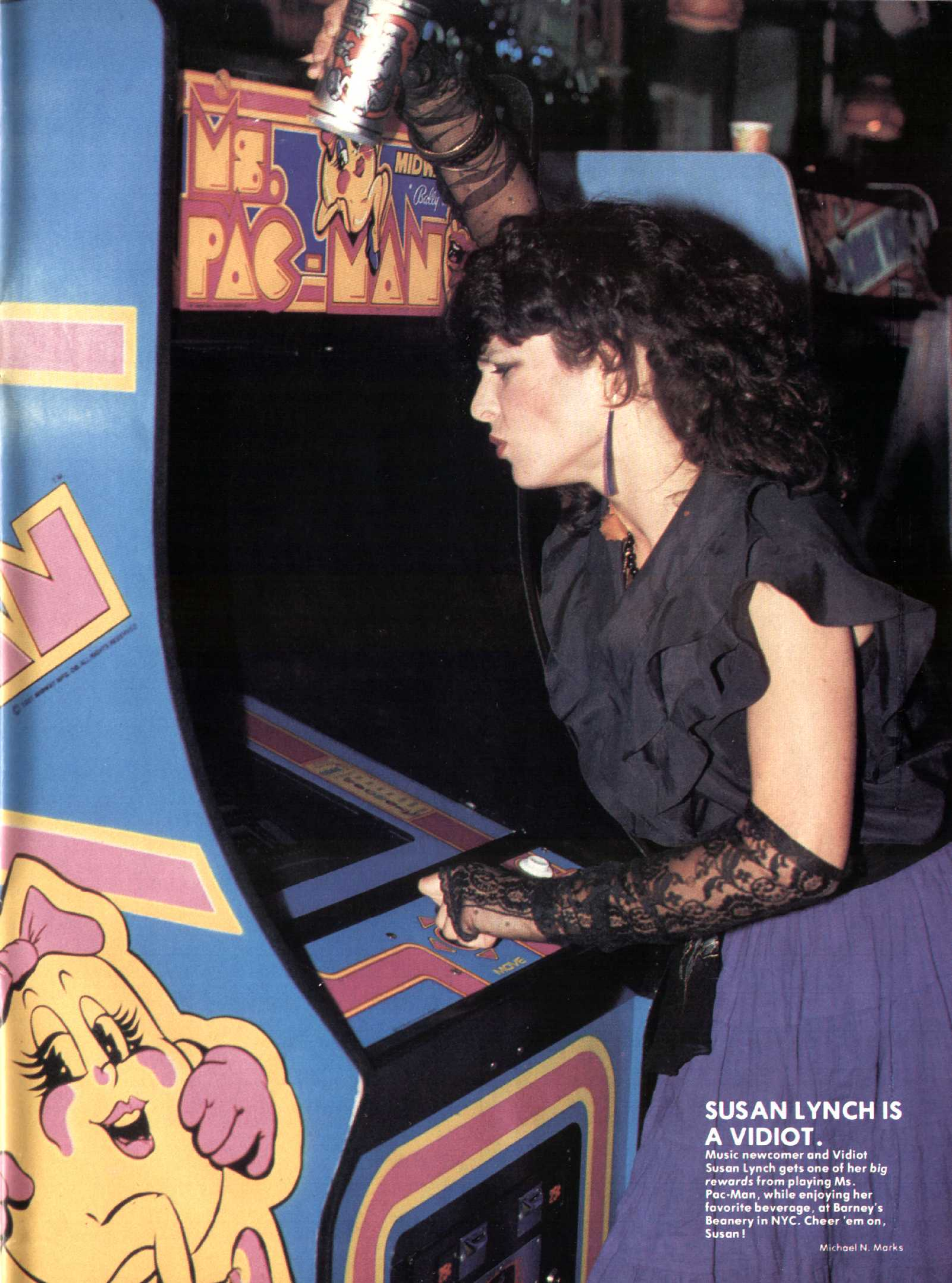
> **"...the computer games and arcade machines aren't equipped with the kind of memory capacity and storage that a real home computer has..."**

This is perhaps the most significant step forward. A third dimension has been added to the program: the necessity of using the brain to outwit the computer. Of course the brain is needed in the eye/hand game, but only as the coordinator of physical actions. The action in the game program for the large computer is capable of games that may need no eye/hand action at all.

Instead the player is confronted with a problem, the solution to which allows the player to beat the computer and its program. This problem can be something like Space Invaders, in which case the eye/hand action is included, or it can be the most devious session of questions and answers you've ever encountered.

There are several manufacturers who offer games with their home computers. So the user can lighten up on his Home Finance program with his Space Wars program.

In some cases, the cost of a basic home computer is close to the higher class of home game computers. If you're a serious player interested in the toughest action available, you should be aware that the hardest games of all are some of those that come as programs with the home computers.


MS.
PAC-MAN
MIDW
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SUSAN LYNCH IS A VIDIOT.

Music newcomer and Vidiot Susan Lynch gets one of her *big rewards* from playing Ms. Pac-Man, while enjoying her favorite beverage, at Barney's Beanery in NYC. Cheer 'em on, Susan!

Michael N. Marks

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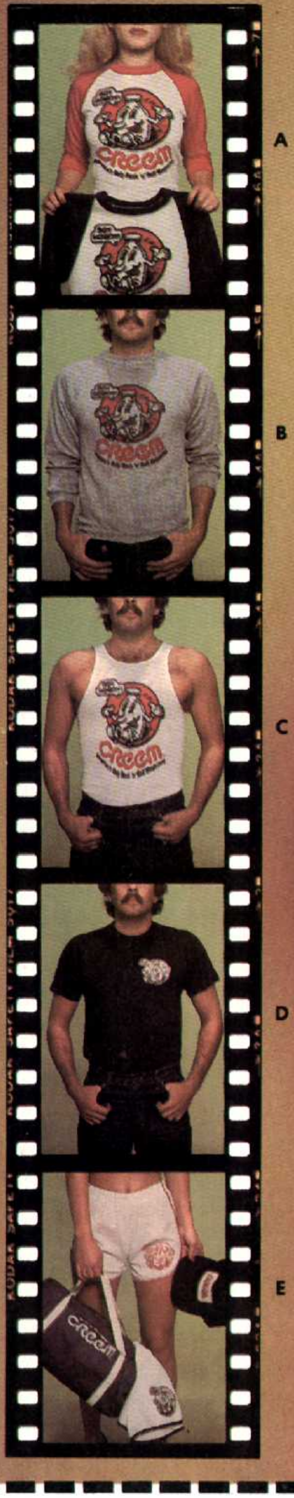

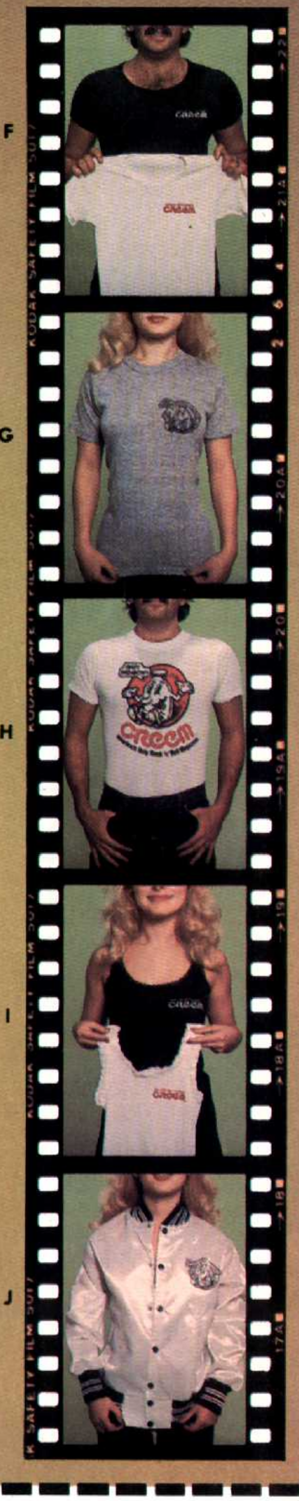

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ONE STEP BEYOND

Video programmers are hard at work writing the next generation of video game programs. Of course they're trying to come up with exciting, clever games to top Pac-Man and other current favorites, but they've also got other innovations in mind.

They know that there are only so many variations they can use to please the eye/hand/brain with current technology. So while they concentrate on writing new games, they're also considering how to improve the basic ways the games themselves work.

Here are some of the items either on the drawing boards or in research and development:

**Higher quality images.* Using new memory storage techniques, the programmers are attempting to create computers that remember more and have more memory capacity—for the greater the memory the greater the sophistication of the program—and the better the image seen on the screen.

**Three Dimensions.* So far the parameters of most video games have taken place in two dimensions. There have been some exceptions—such as Atari's 3-D Tic-Tac-Toe program, but the majority of games move left and right, forward and back, but not in and out at you. This will all change in the next year according to industry sources. Now all you need to do it try not to duck when you play the 3-D games.

**More Complicated Home Games.* The home game computer systems do not presently have as large a computer capacity as the arcade games. But work is being done to compress the memories of the game computer to allow the inclusion of even more complex games in the home game format.

**Stereo Sound.* Sony and other TV manufacturers are working on introducing a stereo audio broadcast system for U.S. TV sets. This will mean stereo television—with VHS and Beta video cassette systems coming out in stereo to take advantage of the TV stereo. Home games will also begin to develop more involved audio sounds to create a more environmental feel to the particular game.

**Lower Priced Computers.* As competition for the home computer dollar increases among manufacturers, it is likely that the cost of computer hardware will decrease, the same way that the cost of Walkman-type audio cassette machines and home video recorders have become cheaper and cheaper as their consumer popularity increased. As higher quality computers become less expensive and low price computers become higher quality, expect to see the home game programs grow by leaps and bounds.

**More Player Participation.* With smarter computers in arcade and home games, the challenge to the player will become even more involved. The player will have more response options as more possibilities are presented by the game program.

Hologram Play. The idea of actually putting the player into the game by generating a life-size hologram of the game so it surrounds the player, who is very busy at this point ducking rockets and missiles flying through the air.

Larry Kaplan

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GAME'S OVER!

Well, folks, you've reached the end of *Vidiots*, but as this magazine has demonstrated, there's a wealth of video games out there just waiting for you to test your skill. Whether you're fortunate enough to play them at home or journey to the neighborhood arcade like our lovely miss here, it seems evident that the whole video game phenomenon isn't about to reach an end. As a great thinker once observed, they are the living end!

Location Courtesy of Bruce Vending, Inc.
Photo by Omar Newman / Woodward Studio

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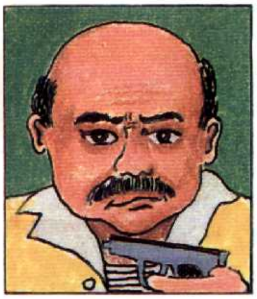
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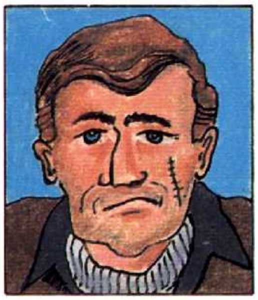
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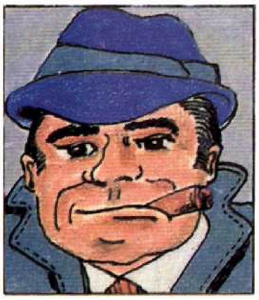
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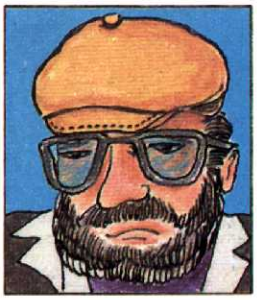
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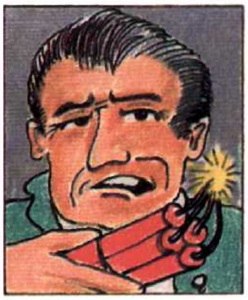
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VIDEO GAME CARTRIDGE

Meet the Challenge

Meet the gang—LEFTY, SCAR FACE, MUGSY, SHIFTY and the most sinister and deadly criminal of them all—"NITRO ED." They're out to challenge you to the most exciting quick draw shoot-out game that has ever appeared on the video screen. Your assignment is to meet them on their turf—"GANGSTER ALLEY." You are equipped with bullet proof vests and a gun-sight. Your mission is to out-draw them and collect the monetary rewards before they shoot you. They actually appear out of the windows at random to take shots at you, and "NITRO ED" sneaks up from the roof top and drops bombs. Periodically, innocent citizens appear from the windows and if you accidently hit them, you'll loose points. The shoot out switches from day to night time. The game gets tougher as it progresses. The game is over when "NITRO ED" succeeds in dropping the bomb. If you lose, "NITRO ED" comes out and laugh at you.

The graphics and sound effects are sensational. Your biggest reward will be when you see your sales soar.

SPECTRAVISION™
VIDEO GAME CARTRIDGE
GANGSTER ALLEY™
FOR THE ATARI® VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
SPECTRAVISION
GANGSTER ALLEY™

SPECTRAVISION™

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THE WORLD WE KNOW HAS SPAWNED ANOTHER WORLD.
A PARALLEL WORLD OF ENERGY AND LIGHT,
A WORLD WHERE VIDEO GAME BATTLES ARE REAL.

TRON

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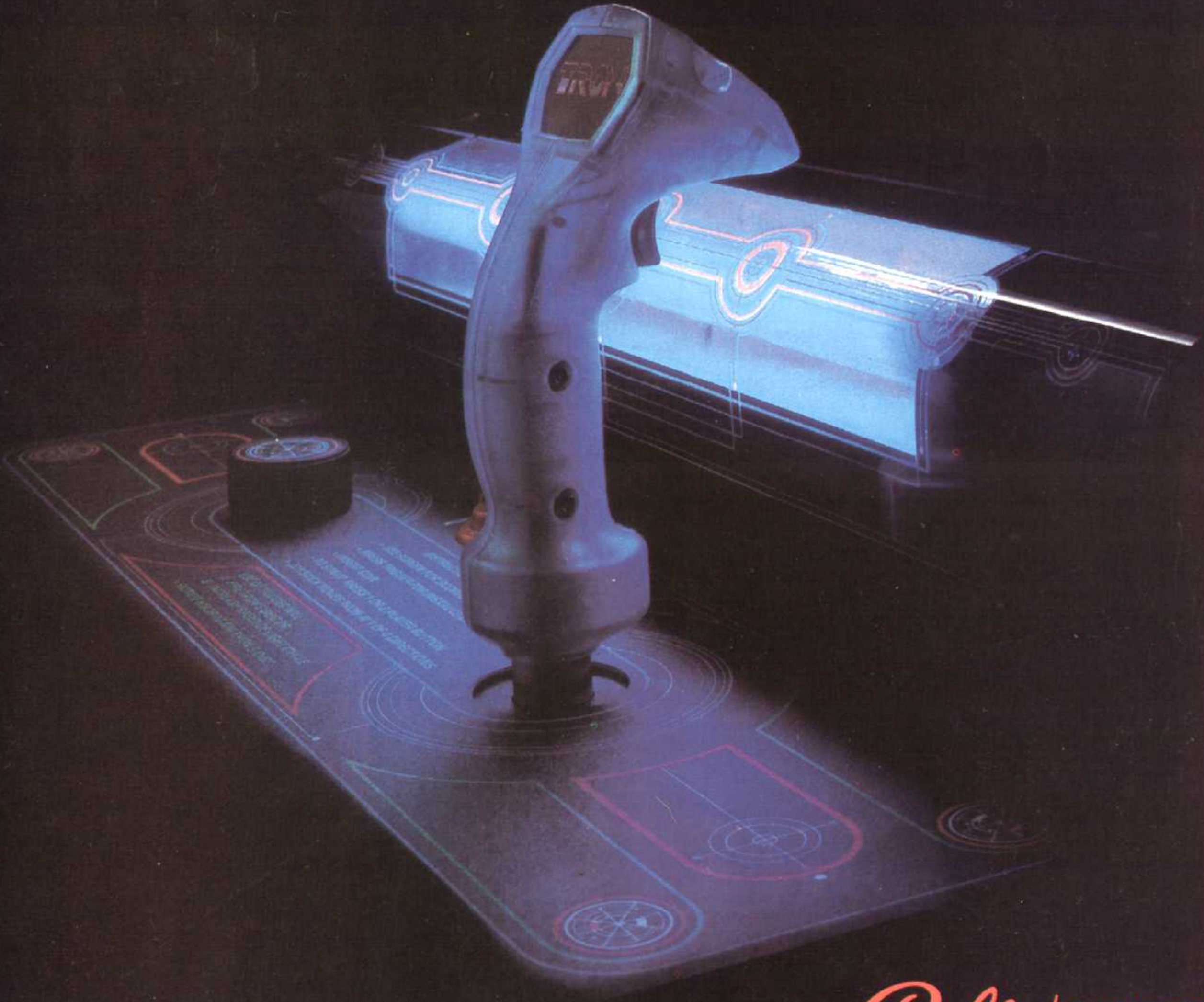
ENTER THE WORLD OF TRON, THE VIDEO GAME FROM BALLY/MIDWAY, BASED ON THE FUTURISTIC ADVENTURE MOTION PICTURE FROM WALT DISNEY PRODUCTIONS.



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